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ISSUE 57 ■ MARCH 1994 ■ £3.95

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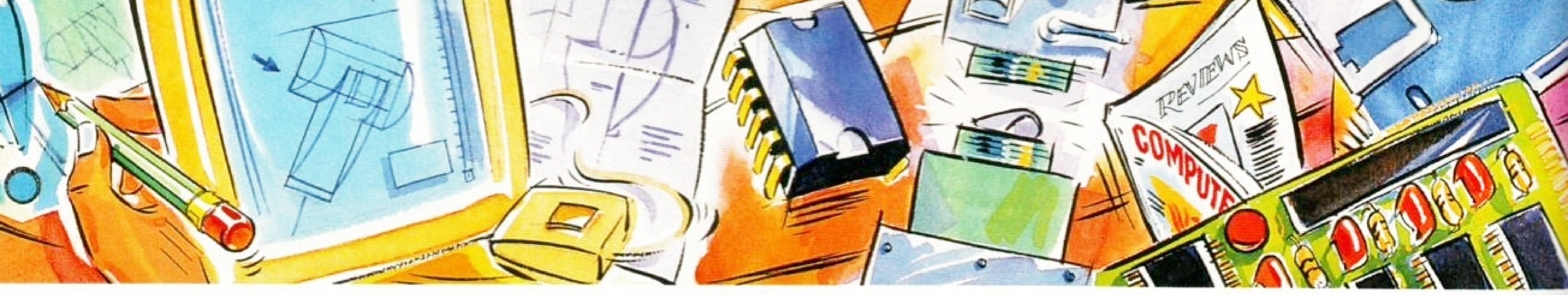
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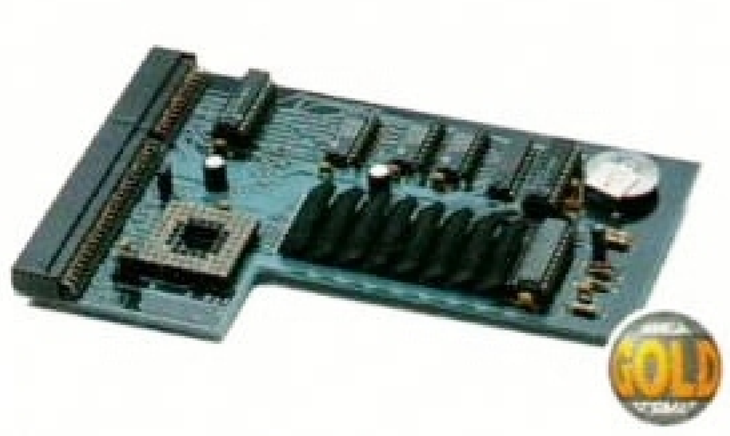
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(OCR full version only available to registered users of OCR Junior)

PowerScan IBM

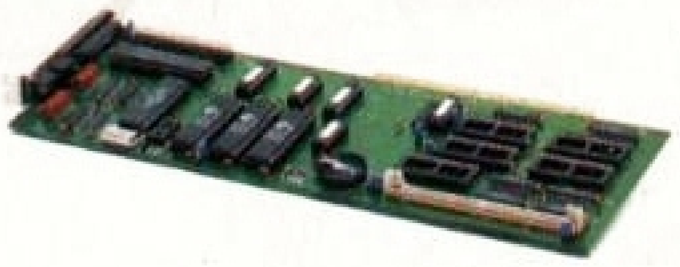
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Disk Expander is an innovative program for all Amiga users. With this software solution you may double the capacity of your floppy disk or hard disk drives. The installation process takes only a few seconds and afterwards Disk Expander works invisible in the background. The compression ratios vary from 30% to 70%. The easy to use graphical interface guarantees that even the inexperienced user is able to use Disk Expander immediately without any problems. Disk Expander does not only expand the capacity of your hard disk drive, even floppy disks now have a storage space of approximately 1.5 megabytes. (Works with all drives including, SCSI, IDE, Floppies and even the RAD disk).

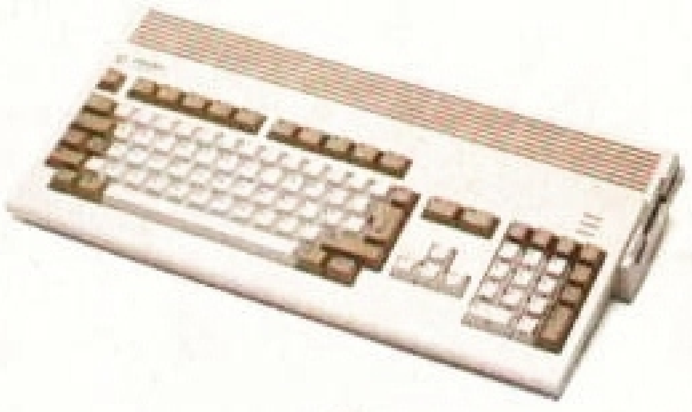
Disk Expander **£35**



Fargo Primera Printer

Now you can produce stunning, high quality output on paper, transparency film or even T-Shirt transfer from your Amiga. The Primera colour printer, recent recipient of countless awards in the IBM-PC and Macintosh markets is also the perfect companion to any Amiga. Primera uses wax thermal transfer technology, a technology usually associated with much higher priced printers. Some of the features include, software drivers for Amiga, PC and Macintosh, optional photo-realistic upgrade kit (dye sublimation) and monochrome ribbon cartridges available for text printing only.

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A1200 Power Pack including PC1202-8 2MB including 68882 20MHz FPU and two free games

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A1200 120MB HD **£679**
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For Desktop Dynamite pack add £40

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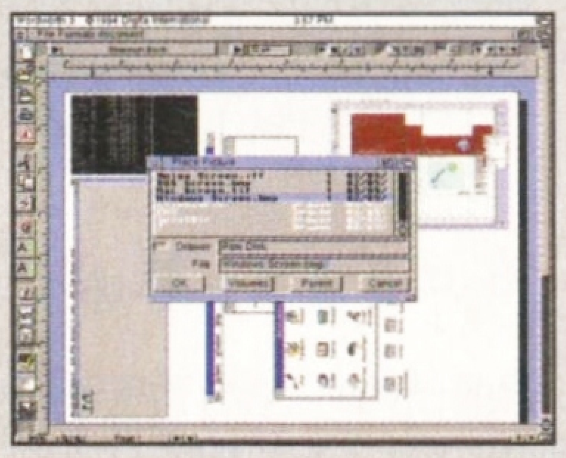
THIS MONTH IN...

AMIGA FORMAT

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ISSUE 57 MARCH 1994

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Wordworth 3 – coming to a screen near you soon!

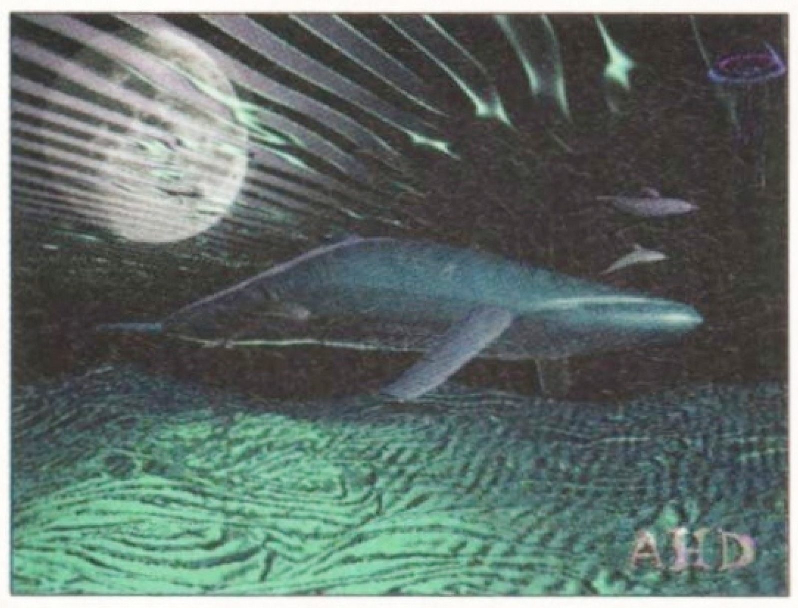
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Tutorials

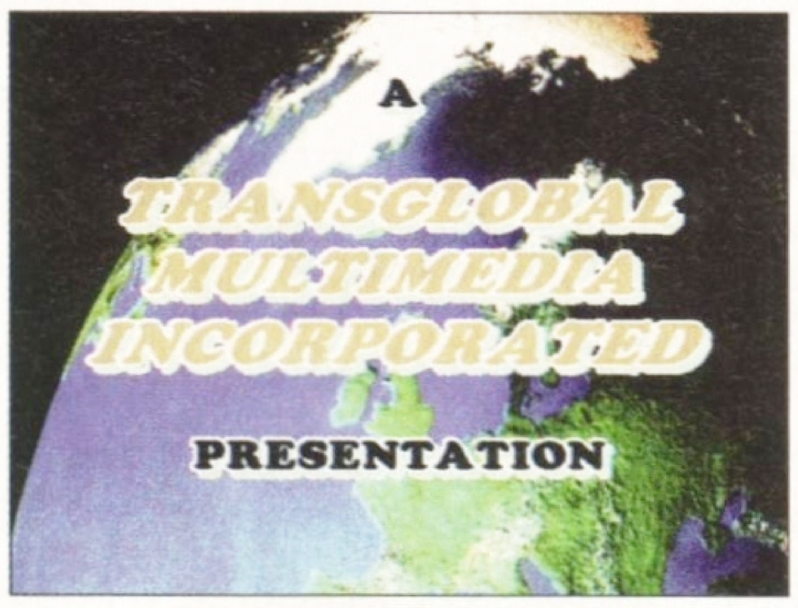
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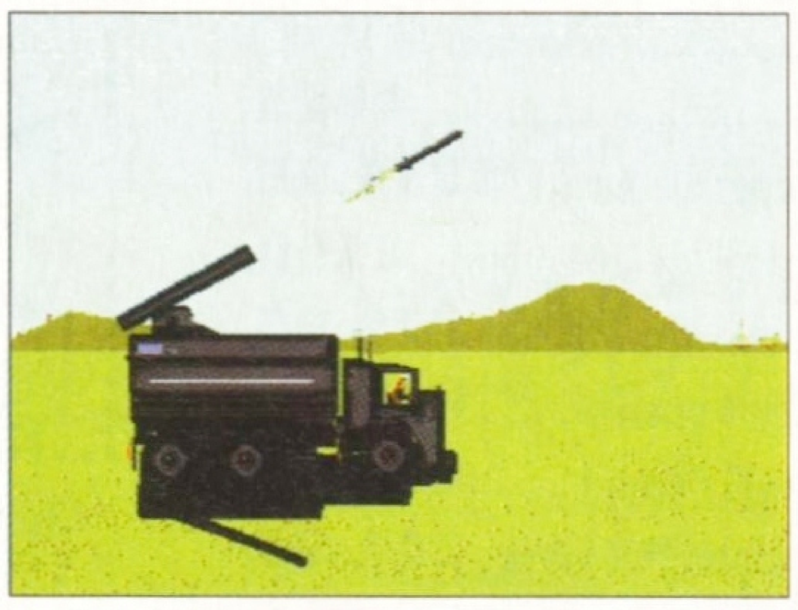
Can *MediaPoint* teach *Scala* anything about multimedia? p 102



We check out the latest CDTV and CD^{32} 'serious' software collections. p 106



VideoStage delivers the power of the AGA chip set to video titling. p 116



Demo Zone takes you to the heart of this month's PD demo releases. p 136

Screenplay



MegaRace could be the most sumptuously graphical Amiga race game ever. But will it be any good? page 38

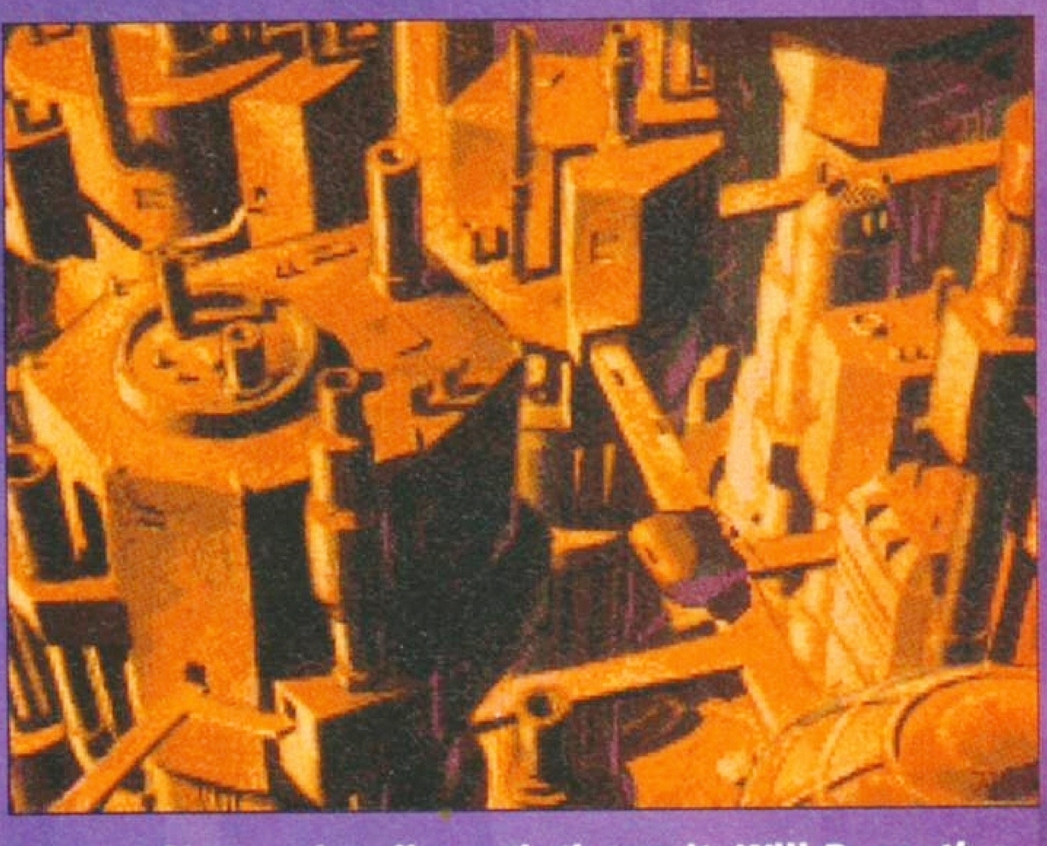


Total Carnage, the greatest arcade game of the 90s is on its way to the Amiga. Preview on page 40

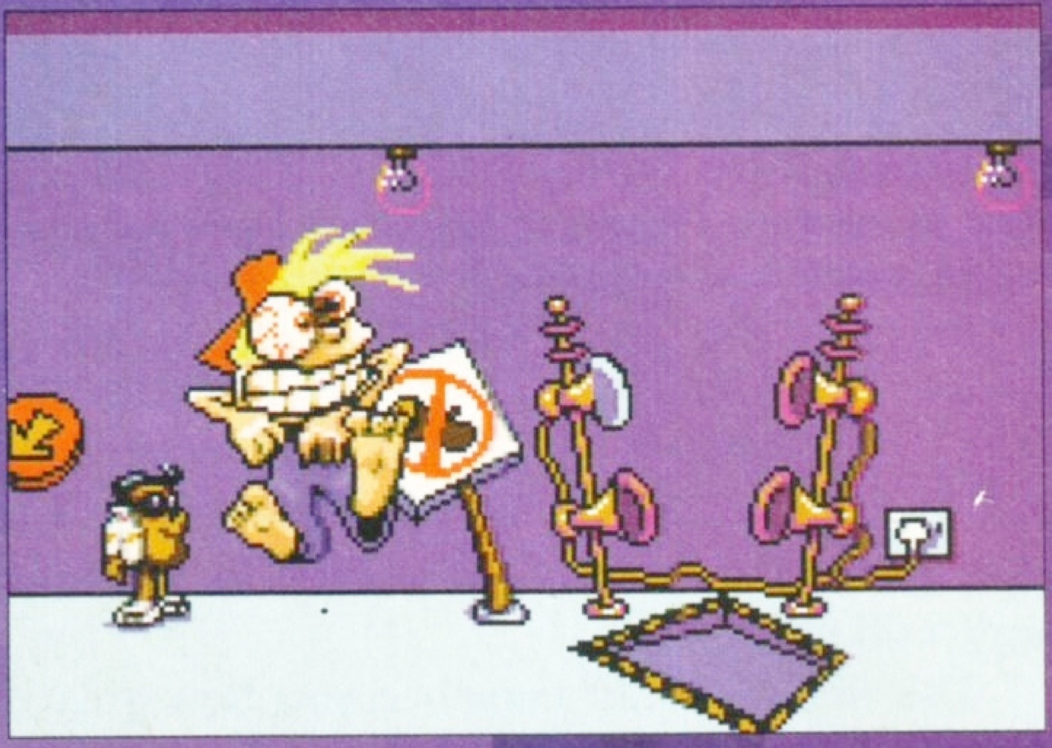
AMIGA FORMAT Better by design!

We are great! I'm not supposed to say that am I? Because I am the editor. But I'm not just being self-congratulatory here, I really do believe that this is a completely spondiditious mag.

This is a magazine written by Amiga users, for Amiga users. We aren't motivated by profit (although our publishers might be); we are motivated by the desire to convince every sad PC and Macintosh-owning sap to sell their lump of over-priced cream-coloured plastic and buy an Amiga instead. We are completely independent of Commodore UK (although we think they're a fine bunch of chaps, especially Dave Pleasance) but they still choose our mag to stick in the box with every new Amiga 1200 they sell. The computer industry also like us a lot, they've voted us the mag they most use to aid their buying decisions for the past four consecutive years. Welcome to the club.



Here at last, and well worth the wait. Will *Beneath a Steel Sky* spark an adventure revolution? page 47



Where would life be without platform games? But does *Bubba and Stix* deliver the kicks? page 54

The Amiga Games SWINDLE?



Everybody says computer games are too expensive. So that must mean that someone is getting rich on your money! Or are they? We take our calculators in hand and challenge the software houses, distributors and retailers to justify their slice of your cake! Turn to... page 24

David Braben TALKS!

Frontier's programmer answers claims that his masterwork is riddled with bugs... page 44

PICTURES *On disk*

Kodak's new Photo CD system could be the answer to a lot of Amiga user's problems. From DTP to 3D discover what Compact Disc can do for you on... page 95

On this month's Coverdisks



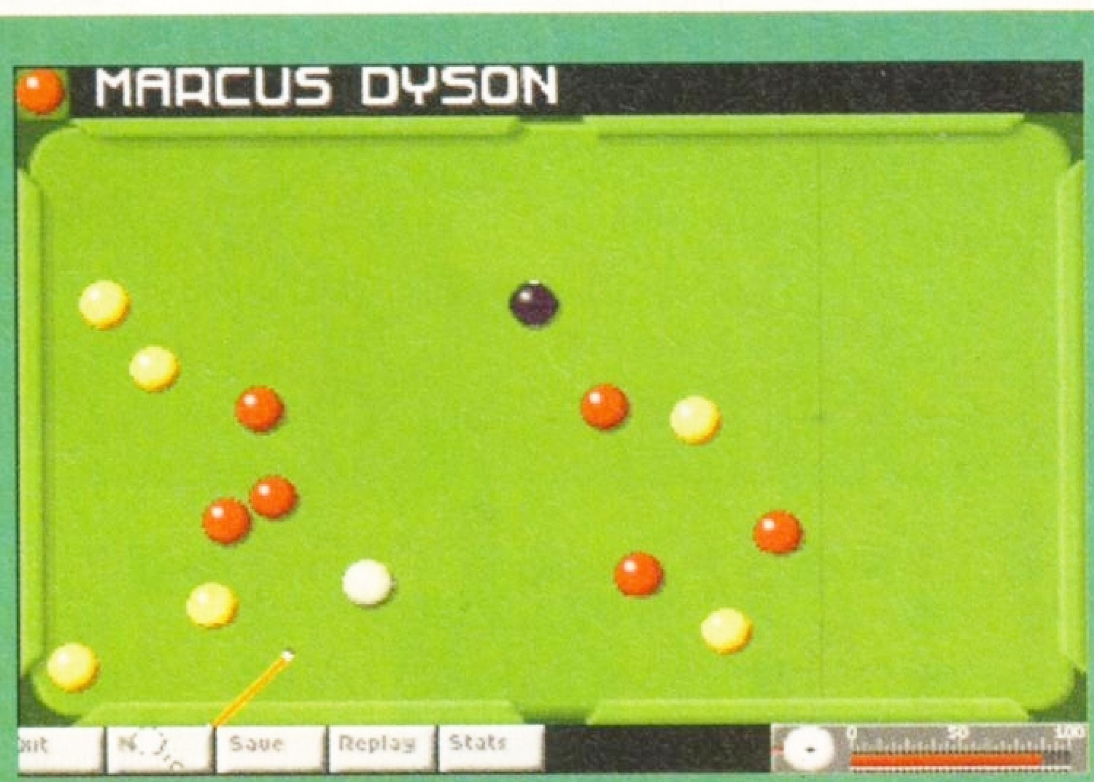


FOR LOADING INSTRUCTIONS SEE PAGE 8

AMI-BACK AND AMI-BACK TOOLS PAGE 11

UNIVERSE PAGE 8

ARCADE POOL PAGE 10

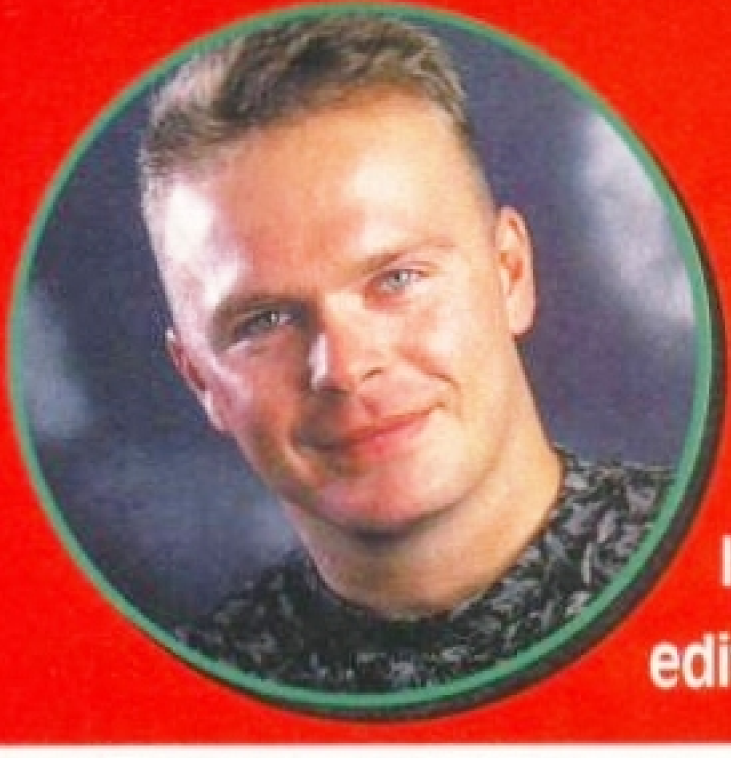




Want to upgrade to *FractalPro 6*? Then turn to page 148 for a great offer.

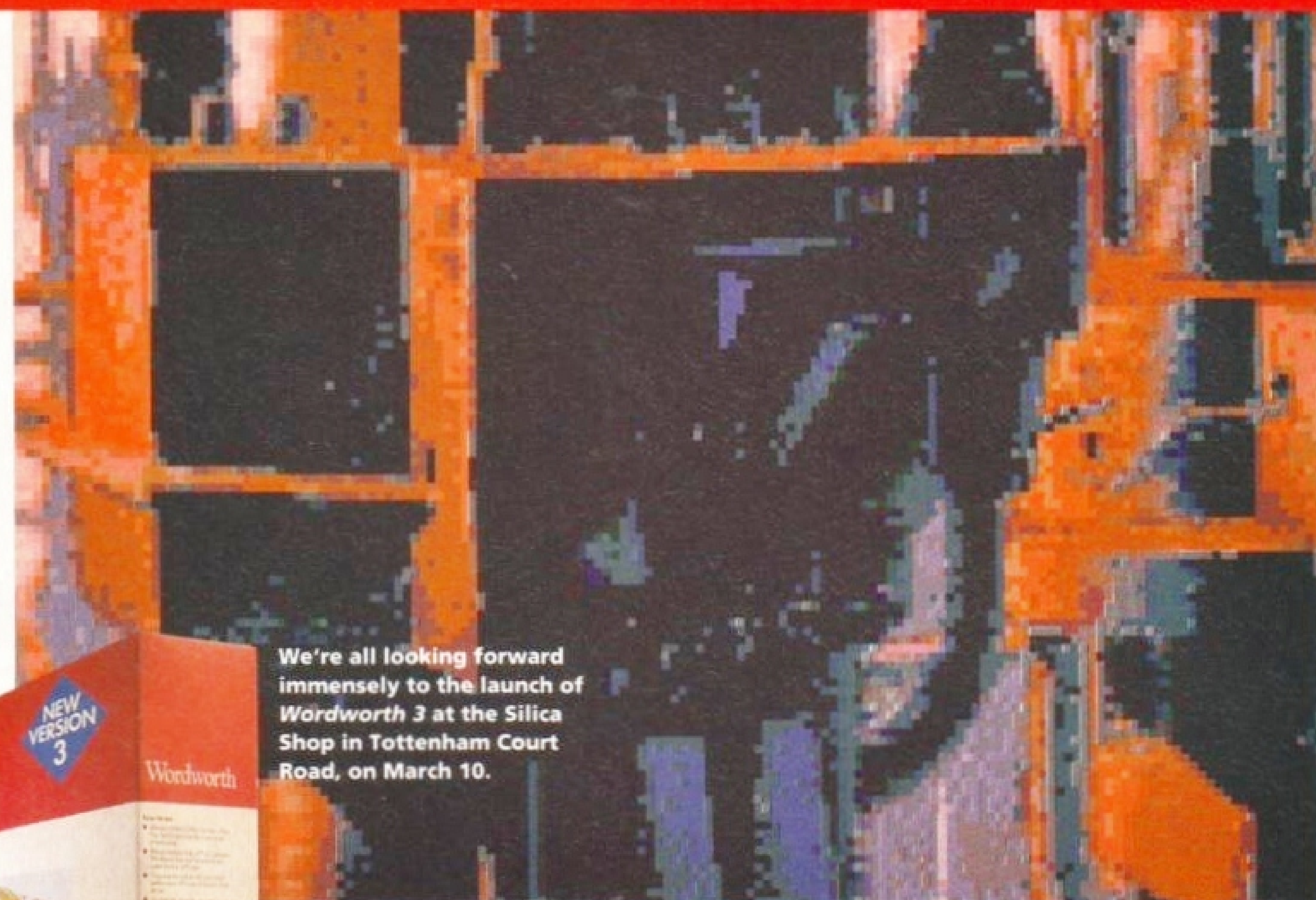
This month's disks are a must for all serious Amiga users and serious Amiga gamers. Using the *Ami-Back* utilities (and *Ami-Back Tools*) is the best way of making sure that your important data is safe. Back-up your vital files, repair damaged disks, even undelete files thrown away by mistake. No Amiga user should be without these great programs! And once all the serious stuff is done, there are no finer programs to relax with than Core Design's *Universe*, and Team 17's *Arcade Pool*. This fast graphic adventure, and even faster all-action pool game, will keep even the most hardened of Amiga gamers entertained for hours.

You've never had it so good!



The Month IN VIEW

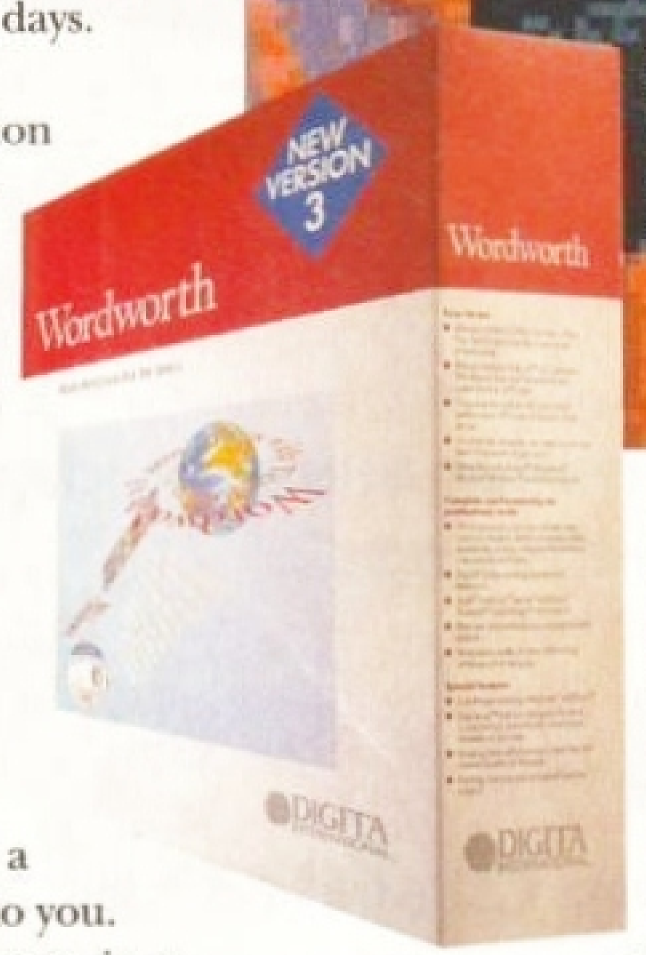
If it's good, you want it. If it's good and new, we've got it. From this month Marcus, editor of your sharing, caring Amiga Format, leads you into temptation. Just trust him...



Excitement, that's what working in the home computing market is about, whether you are the programmer, the consumer or them what fancy themselves as journos and see their raison d'étre as keeping you as up-to-date with the latest and greatest as is practically possible.

Each month a new development has us shorting our joysticks as we wrestle to save a sprite that seems particularly jinxed, or sees us shimmying and shouting from the desktops when we hear about the imminent release of a serious program that will change the face and pace of some aspect of personal computing.

Amiga Format is your window on that frenetic and fervent world. And, from this issue, this column will be the place to read about what has got us pulsing and quivering over the past 30 days.



We're all looking forward immensely to the launch of *Wordworth 3* at the Silica Shop in Tottenham Court Road, on March 10.

This time the cause of the intoxication was the *Arcade Pool* Coverdisk. It's a demo which was that rare thing – it was a totally unexpected gift. Team 17 PR manager, Debbie Bestwick called us up, said it was nearly ready, and asked if we'd like an exclusive demo!

Martyn Brown (Team 17 project manager) modemed the demo to us and we were hooked. The original was a mere 60 seconds long, though, and we thought that this might not be enough to convince you how great a game it was. So we contacted Team 17 and they got a two-minute version coded for us to pass to you.

Normally, obtaining Coverdisk demos is a time-consuming and difficult task. There are some eight Amiga mags with Coverdisks all competing for the best demos. Understandably, the big games are all too often spoken for many months before they are finished, and long before it is possible to tell if they are any good or not. Here at *Amiga Format*, for example, we've signed up *Sensible Golf* for an issue later this year, even though the programmers haven't started coding it yet! (But, based on Sensible's track record, I am prepared to bet serious sovs, that it will be something special.)

We were keen to get the finished version of *Arcade Pool* in for review this issue, and Team 17 thought they would have it completed in time. But since their standards are so high, and because we won't accept anything other than completely finished games for review, we decided to hold our verdict till next month.

The demo should convince you how great a game it is, but the full program will have tons of extra game styles and features. And guess what the *AF* team will be playing all next month!

Steel yourself for a futuristic adventure. Fight the totalitarian regime that is spoiling it for everybody else.

Every other Amiga magazine has reviewed *Beneath a Steel Sky* but a bug meant that not one of them was able to install it to hard disk. It is now fixed and you'll find a review on page 47. Rob is the only one who's had time to play it but the rest of us are wowed by the *Universe* demo on the Coverdisk. It has many of the qualities of *Steel Sky* Coverdisk, but loads and plays more quickly.

The other big release of this month, is *Wordworth 3*. The world launch is now set for March 10 at the Silica shop on central London's Tottenham Court Road.

Again, we had anticipated getting our hands on a review copy for this month's issue, but Digita are still adding features and refining what looks like being one of the most polished pieces of Amiga productivity software ever seen. We played with an early version at the Future Entertainment Show in November and we were well impressed.

Our April issue will hit the streets, boasting full reviews of both *Arcade Pool* and *Wordworth 3* on March 24. See you then...

Winning Ways

Congratulations Sam Wild of Sacriston, PJ Garner of Kirkby and Monique Marriott of Cheltenham. All three have won an Amiga 1200 in our Fizzy Chewits/Snapperazzi competition from issue 55.

The runners-up, who will each get a copy of Alternative Software's *Snapperazzi* game are: Terry Dennis form Braintree, SR Gower of Newark, Nigel Wilde of Ouston, Graham Spencer of Ashford, Lukas Gimpel of London, Andrew Weir of Ellon, Joris Weidener of Belgium, Darren Salisbury of Knaresborough, Tapani Alander of Finland, Elaine Turner of Chesterfield, Kirsty Snape of Deepcare, and V Thatcher of Waterlooville.

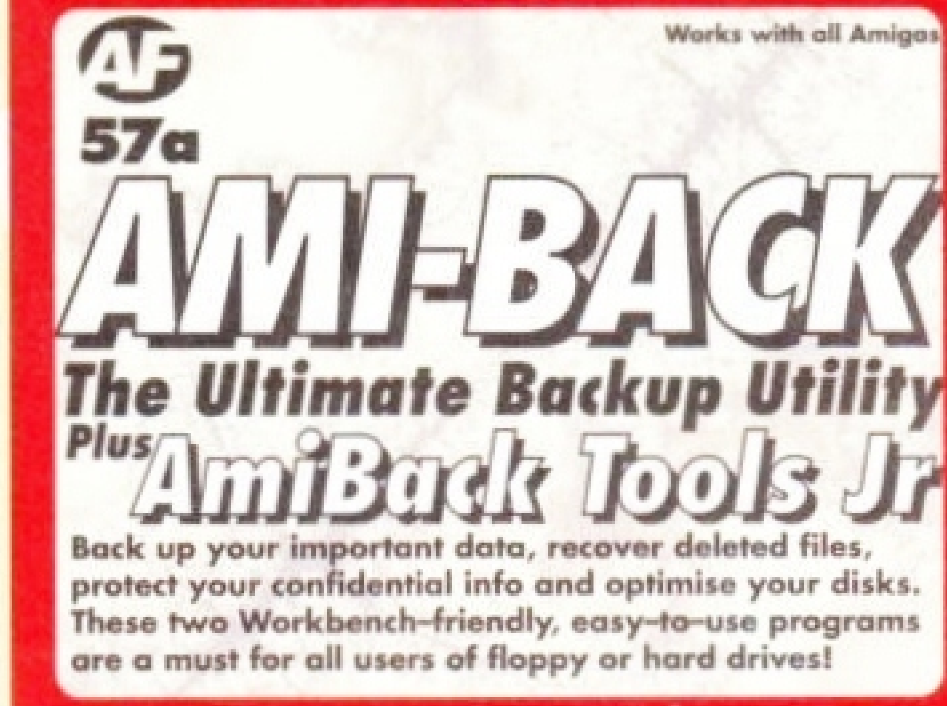


Three readers have snapped up an A1200 and a dozen more get runners-up prizes in our Fizzy Chewits comp.


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Cover DISKS

ON THE DISKS

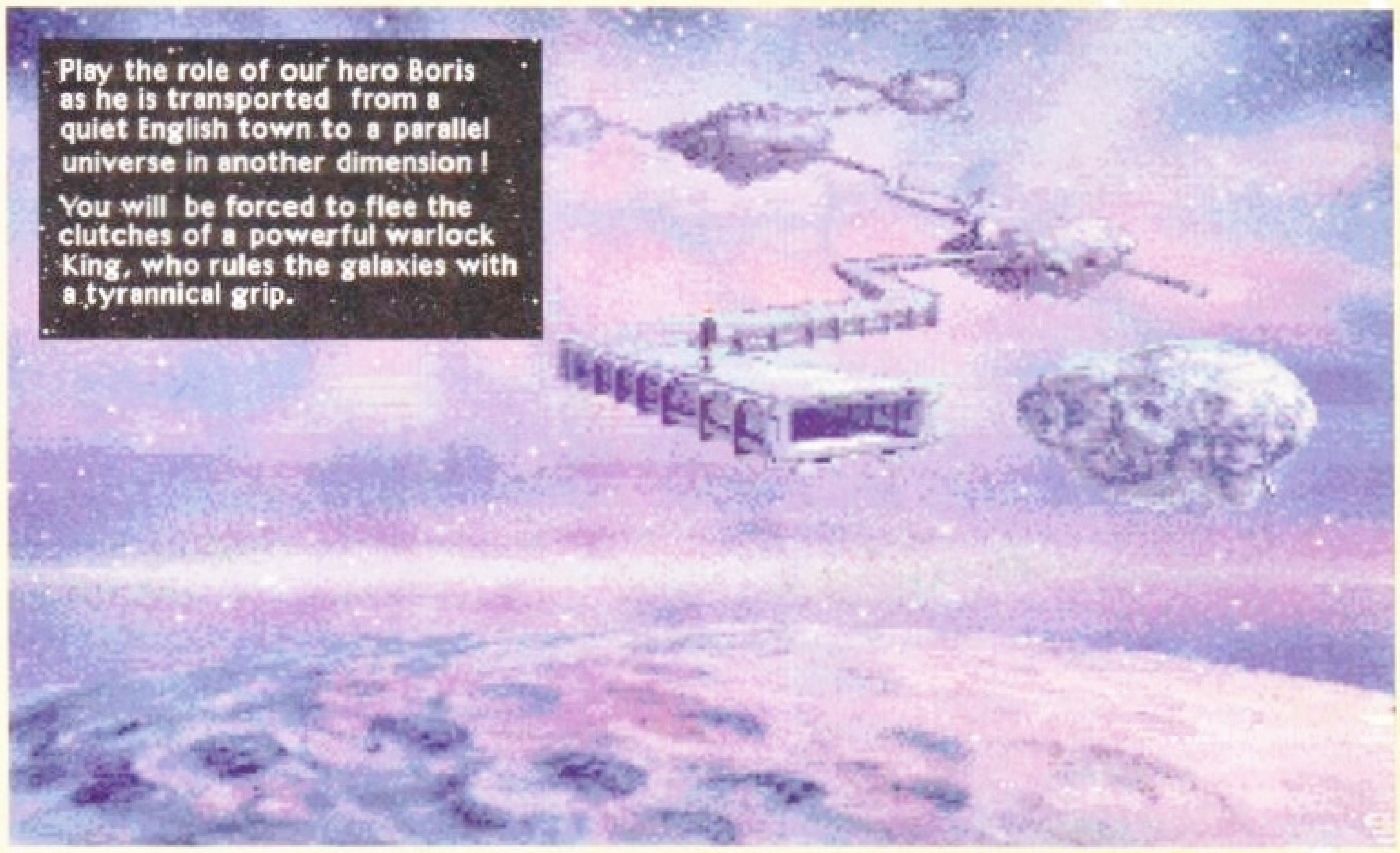


This month you not only get two top-notch back-up and file retrieval utilities, but also a whole host of other goodies. ARTM will show you just what your Amiga is thinking, and all the things it is using to think with. Logic Shop can trace simple logic circuits for you and Newzap enables you to edit files. Does anyone else do more for you?



First get sucked through a gap in the space/time continuum and embark on the adventure of a lifetime in *Universe*, Core Design's stunning follow-up to *Curse of Enchantia*. After you've wandering around the virtual game world of this fantastic graphic adventure, dabble in a spot of green-baize magic with Team 17's superb, slick and very quick *Arcade Pool* demo.

Travel to a parallel dimension and explore a strange new world in our exclusive space-age demo from Core Design.



BORIS VERNE IS so unlucky. Not only have his parents sent him on a hated errand to his Uncle George's, but he's been sucked into a parallel universe by unknown forces, and dumped on a low-atmosphere planetoid in the middle of deep space. And it's really put a crimp on his day.

Universe is the latest graphic adventure from game gurus Core Design and comes from the same development team as the acclaimed *Curse of Enchantia*. Our exclusive demo drops you right into the middle of the action with Boris and gives you a taster of what promises to be an absorbing and atmospheric game.

All the usual graphic adventure conventions apply – the game is entirely mouse-controlled with a series of Command icons based on a menu bar at the bottom of the screen. Left-clicking the mouse button moves Boris around or carries out a function when selected. Right-clicking pulls up the Command menu bar. For more information about the different commands in *Universe*, take a peek at the Interstellar Overdrive box. Double-clicking the left mouse button enables Boris to run.

Before you set off on your journey into the world of Mekaliens, there are a couple of other things you should know.

Unfortunately, Core's programmers have still to write the auto-route routines for the final game, so Boris can occasionally get stuck behind objects. This can be avoided if you remember to click the pointer at the ground when you want Boris to move in a particular direction.

The other thing is that the demo will not run on A3000s or A4000s, although Core assure us the final version of the game will work on both machines. Happy adventuring!

INTERSTELLAR OVERDRIVE

Getting around the Coverdisk demo is easy, thanks to Universe's mouse-driven icon system. Here's our guide:



PICK UP
Enables you to collect the various objects lying around each location.

INVENTORY
Click here take a peek at the many objects you pick up on your journey.

OPTIONS
Click here to access a sub-menu containing the commands Insert, Push/Pull, Eat, Wear, Throw, Combine, Open/Close and Jump. The sub-menu also contains another icon which gives you info about your location and your player rating.

USE
Click here to use an object on-screen or from your inventory.

LOOK
Identify mysterious on-screen objects by clicking here.

TALK
Click here to talk to other characters in the game.

ATTACK
Often the best form of defence, the Attack icon enables you to take out your anger on objects or people.

UNIVERSE



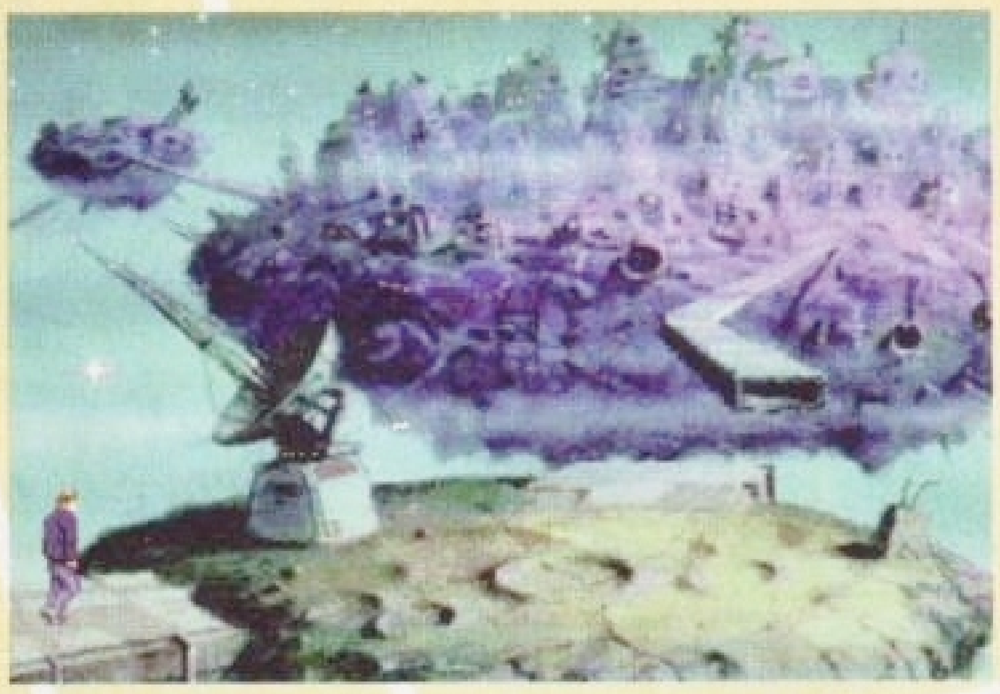
Start by walking slightly to the left and click on the Jump icon from the Options sun-menu. The mouse pointer should turn into a Jump icon. Now click on the asteroid and you should jump up on to it. Click on the Pickup icon to collect the piece of metal, then use Jump again to return to the planetoid.



Next, walk left twice and collect the metal bar that you find lying on the ground. You will need this later in the demo. You should also find a circuit board and three small rocks in various locations around the planetoid. Make sure that you collect all of them by using the Pickup icon.



Once you've collected all the objects, the next step is to get off the planetoid. Stand to the left of the service duct leading to Gavric Homeworld and get ready to jump on to the spinning asteroid. Jump again on to the service duct. Timing is critical, so you may need to try a few times before you get it right.



Your next task is to connect the rest of the service duct to Gavric Homeworld using the satellite dish on the left. Insert the metal bar that you collected earlier on in the demo into the panel on the satellite dish, then do the same with the circuit board. When you have done that, click on Use to access the satellite dish computer.



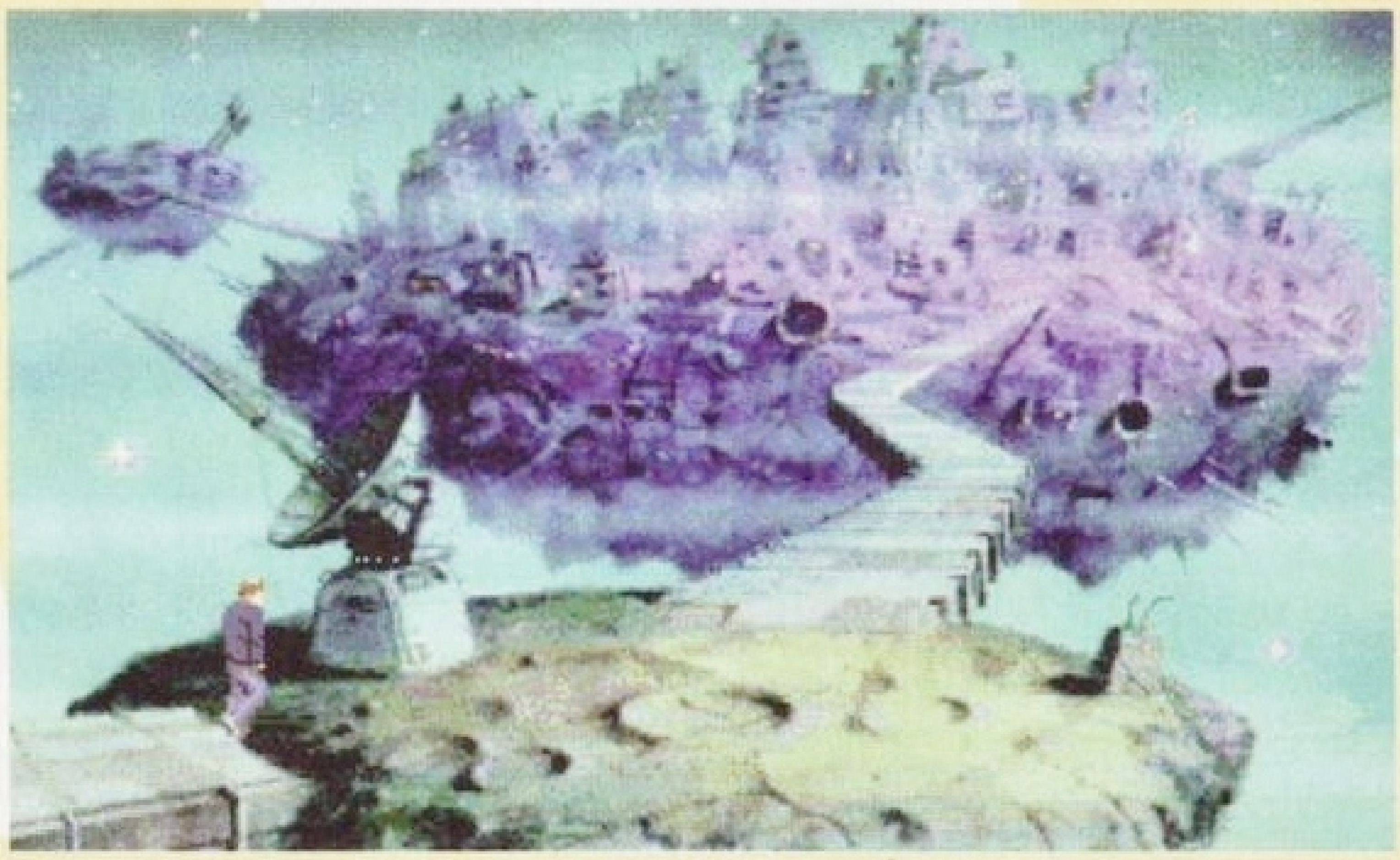
You are presented with a VDU screen with a bewildering display of options. Concentrate on opening the service duct to Gavric Homeworld and turn off the filtration system. To do both these things, click the mouse pointer on the relevant lines of test on the VDU screen. With the service duct connected you can now enter Gavric Homeworld.



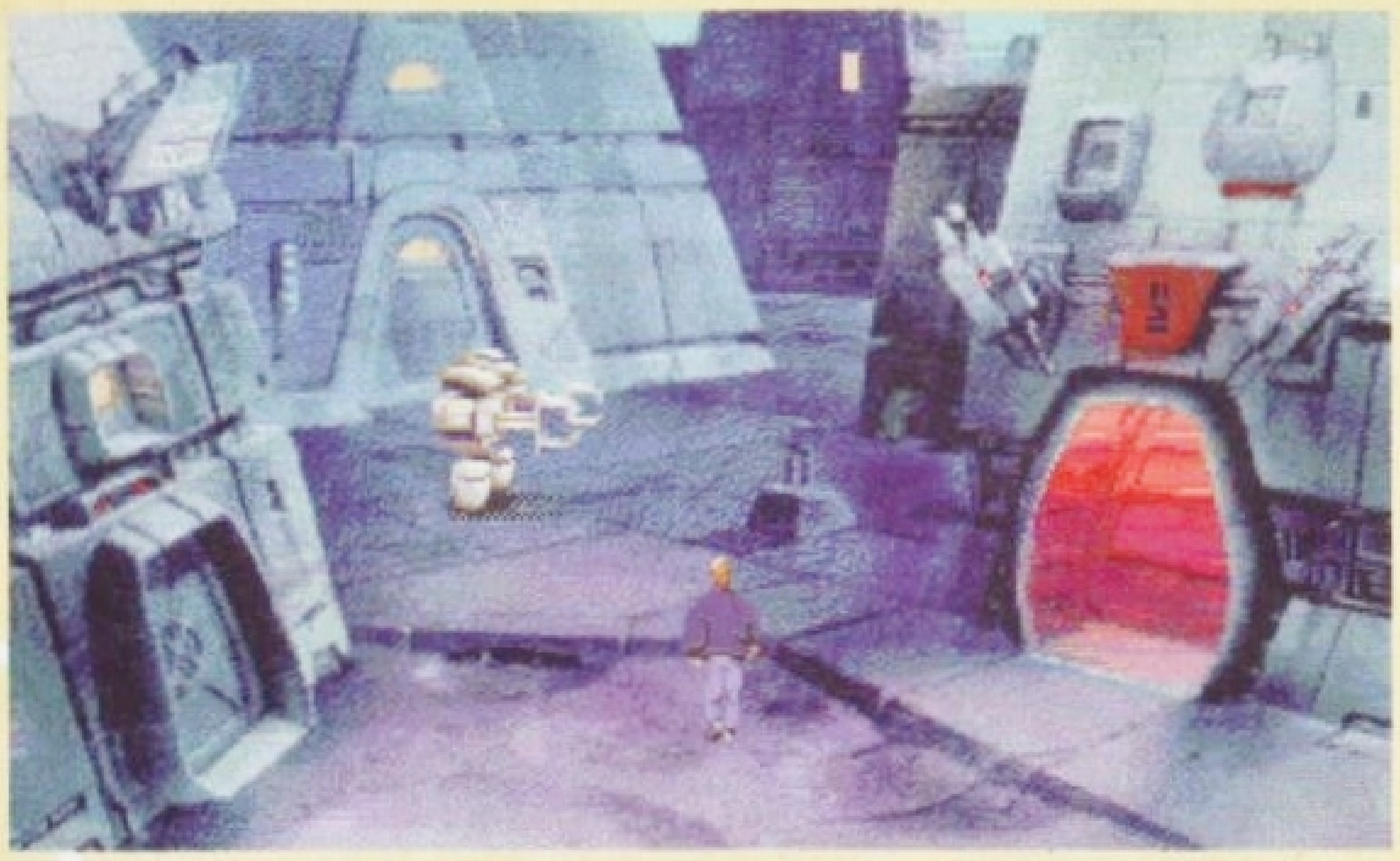
Gavric Homeworld is an unfriendly place, filled with life-threatening hazards. First walk right and pick up the fast-food container. Now go left and Push/Pull the largest of the air vents on the left. If you disconnected the filtration system correctly, you are sent back to the planetoid you started on. If you got it wrong, you meet a grisly end.



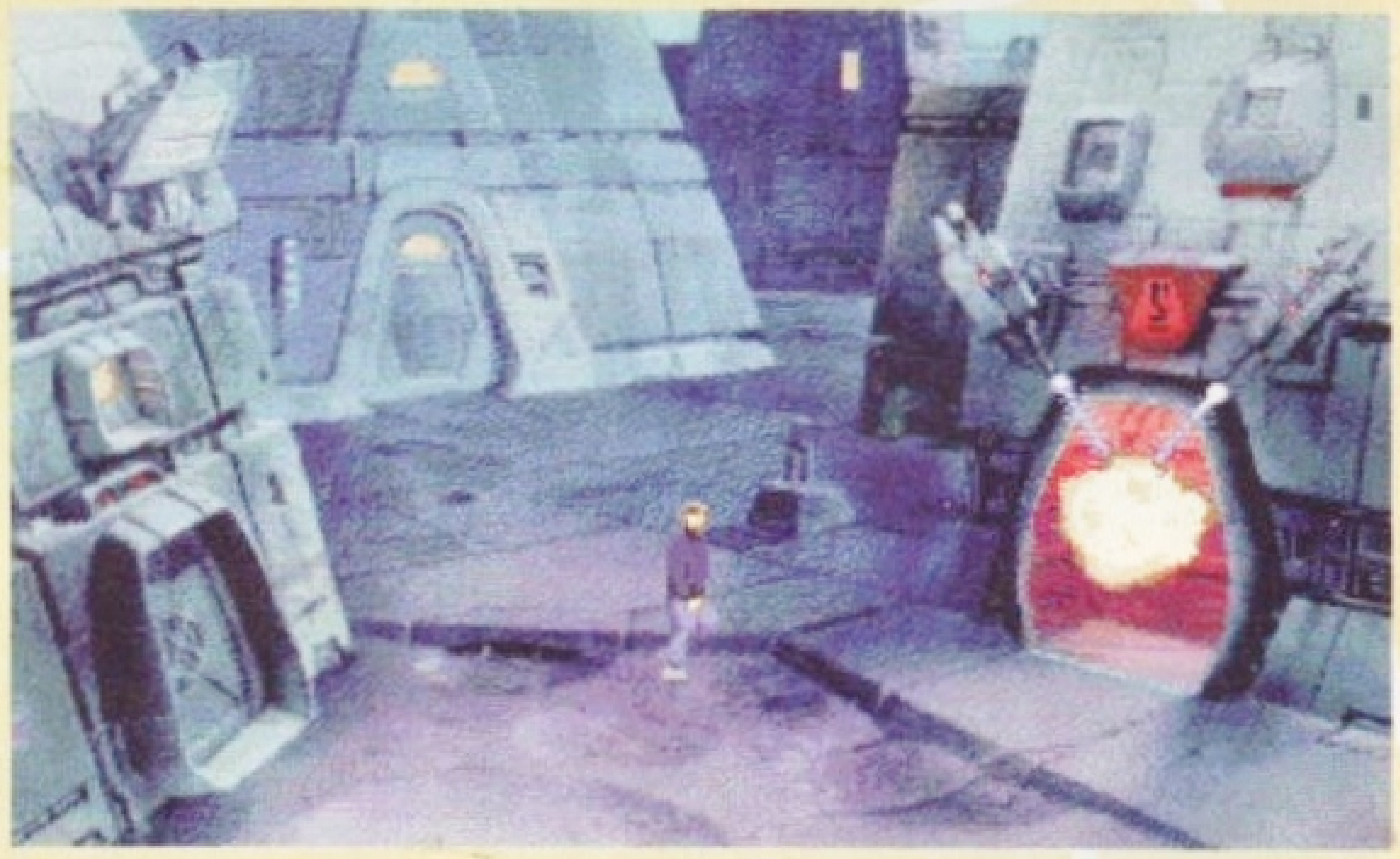
Back on the planetoid, you realise you've been ejected from the ventilation shaft with three pieces of garbage and a very handy mirror. Pick all four objects up and head back to the service duct so you can leap back on to Gavric Homeworld.



When you get back on the service duct, follow the path leading north-east back towards the screen where you found the ventilation ducts. From there head north, and then west to progress to the next part of your quest.



You find yourself in a little square of houses with seemingly impenetrable defences. Use the Look icon to examine the deadly laser weapons above the door to the right. Don't Attack, Talk or Obstruct the guardian robot who keeps a vigilant eye on the square.



At this stage you are desperate to see a friendly face. Throw the mirror you collected earlier at the doorway on the right. The resulting explosion destroys the lasers and alerts the non-human resident of the house who points you in the direction of Silphinaa.



Next, walk up to the door of the house to the north and Use the small panel to the right hand side. The gorgeous, pouting Silphinaa will appear through the videocom, and she will eventually invite you inside her comfortable abode.



Examine Silphinaa's possessions and engage in chit-chat. She's a mine of information. Suddenly, a guard robot kills Silphinaa. You must escape, so attack the keypad to the left of the right-hand door with the metal bar. Congratulations! You've completed the demo.

ARCADE POOL

Treat yourself to a fast and furious game of pool with our exclusive demo from Team 17.



Here's your chance to thrash *Amiga Format*'s editor Marcus 'Interesting' Dyson at pool without having to buy him 10 pints of beer beforehand.

Our exclusive *Arcade Pool* demo comes courtesy of those great chaps Team 17 and features two different tables: UK 8-ball and US 8-ball. To make beating Marcus 'Interesting' Dyson a bit trickier there's also a mind-boggling two minute time limit on clearing the table.

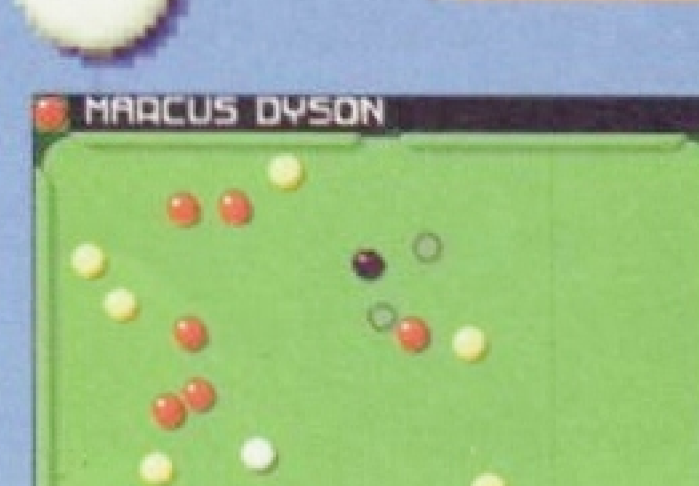
The aim of the game is to whack balls of a particular colour into one of six pockets, then pot the black to clean up the match. UK 8-ball features red and yellow balls and the US spots and stripes. The only other rules to remember are never rest your drink on the table, keep one foot on the floor at all times and never lay bets on Marcus losing because he never does.

The action is viewed from an overhead perspective and controlling the game is simplicity itself. You just press the left-mouse button in the direction you wish the cue ball to go, then press the right button for it to hammer into your selected target. Like *Archer Maclean's Pool*, you also have the option to change the power of your shot and put back or side-spin on the cue ball.

If you have the time between shots you can keep an eye on your stats by clicking on the, er, Stats button at the bottom left of the screen. You can toggle between the UK and US tables by selecting New and you can Exit when you've had enough. All the other in-game options have been disabled for the demo.



Player One lines up a shot into the middle pocket. The white line is the direction the cue ball will travel in.



Break up the pack with a devilishly powerful back-spinning supershot and smack Jim Davidson right in the mush.

Works with all Amigas

AF 57a

AMI-BACK

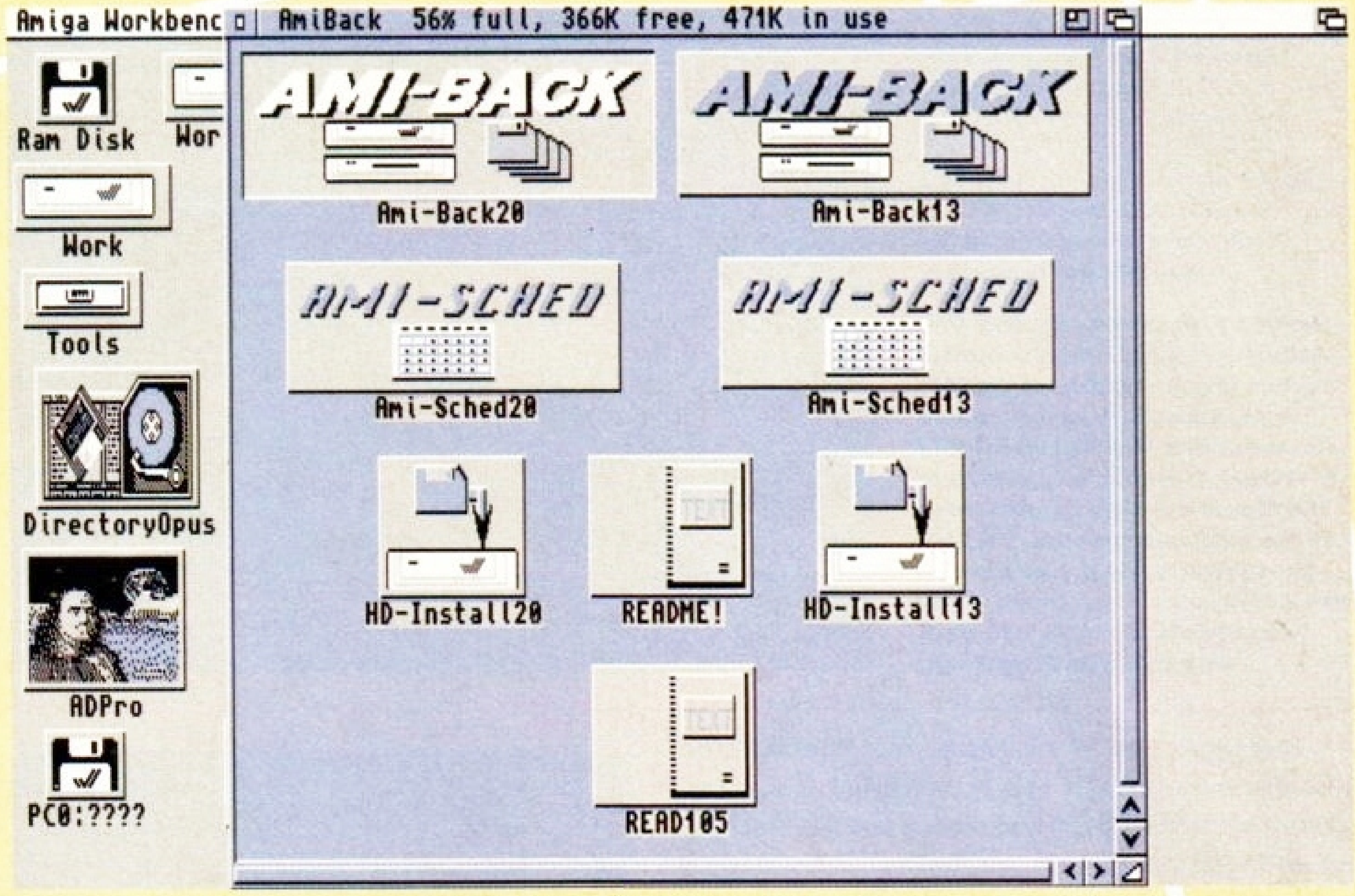
The Ultimate Backup Utility

Plus **AmiBack Tools Jr**

Back up your important data, recover deleted files, protect your confidential info and optimise your disks. These two Workbench-friendly, easy-to-use programs are a must for all users of floppy or hard drives!

AMI-BACK

You need never tear your hair out over lost data ever again. This month's disk contains two utilities which will make back-ups of your data and retrieve lost or damaged files. Plus there is a system monitor, a logic analyser and a file editor squeezed on it too!



The software comes in two versions. If you have a hard drive, click on the appropriate install icon.

THERE ARE FEW things in life as annoying as losing your data, so we have decided to help protect your sanity and your data by bringing you version 1.05 of the *Ami-Back* back-up utility.

The software is compressed into a file on your *AF*57a Coverdisk. To decompress it, format a blank disk (refer to your manual if you don't know how to do this) and rename it. Click once on the disk icon and select Rename from the relevant Workbench menu. When the requester appears, delete the text and replace it with 'AmiBack'.

Boot up from the Coverdisk and double-click on the Amiback Icon. A system requester will ask you to insert the 'Amiback' disk. Do this and press Return. The disk will decompress. To run *Ami-Back*, boot from your Workbench disk and insert the *Ami-Back* disk. You will find several icons. There are two versions of *Ami-Back* and two versions of the scheduler. One set is for Workbench 1.3 users, and one for Workbench 2 or up. To run the program double-click on the appropriate icon.

BACKING UP



Select the Backup Configuration option from the menu before going any further.

The first thing to do when using *Ami-Back* to save your data, is to set the back-up configuration. To do this run the program and choose the Backup Configuration option from the Edit menu. Select the back-up options you require and select either the Save or Use button at the bottom of the Ami-Back window. The Save button will store this configuration for future use – the Use button will use that configuration for this session only.

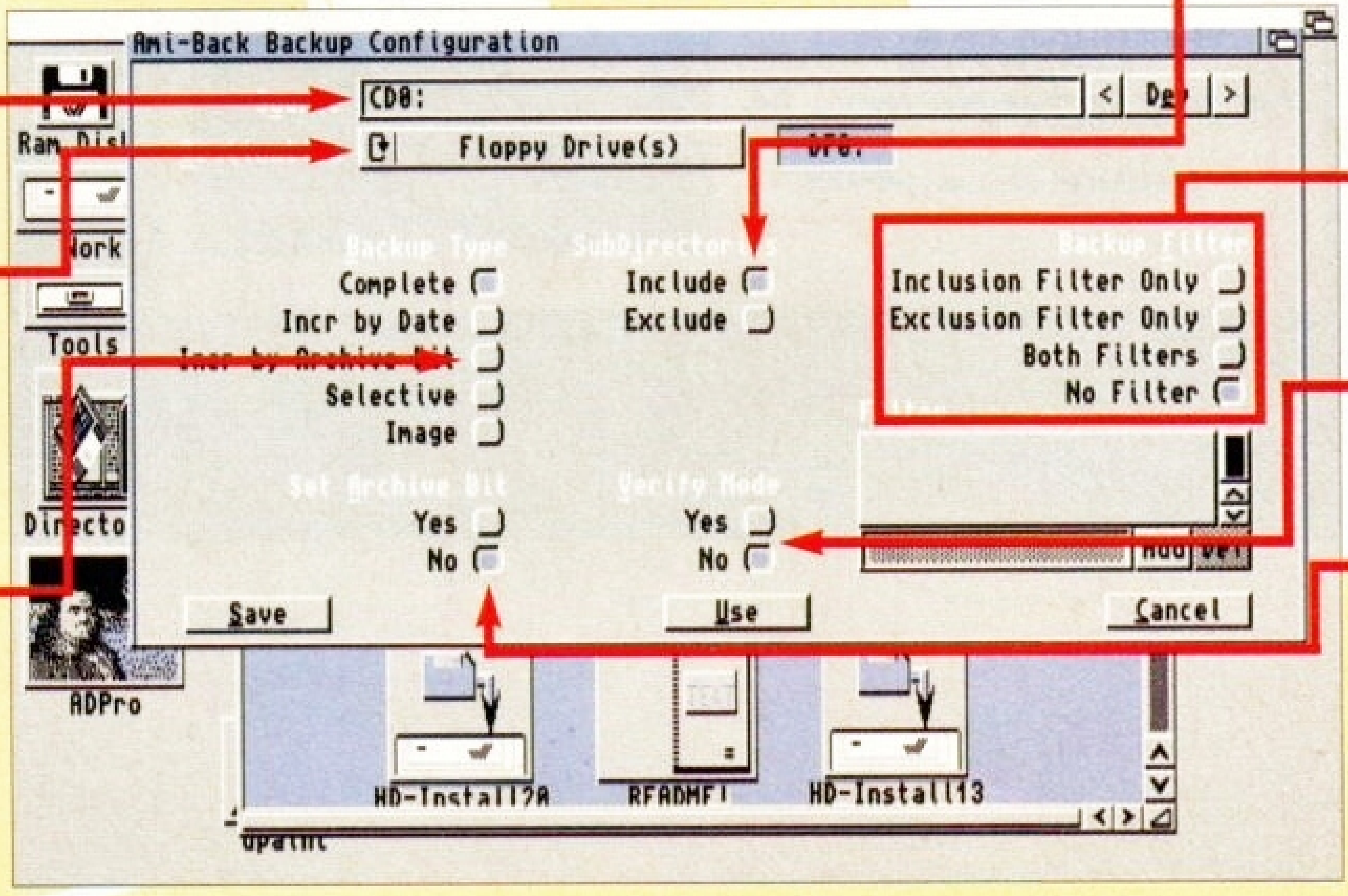
For more information on the back-up configuration, see the labelled diagram below.

Once you have chosen your options, you can go back to the main screen and select 'Backup'. Depending on the type of back-up you have selected, you may have to make some further selections (such as the date to start from if you have selected 'incremental by date') before you arrive at the back-up screen.

On this screen all you can usefully do is select 'Begin Backup' to start the operation. The various displays on screen will tell you how far through the back-up you are and occasionally ask you for a disk (if you are backing up to floppy). Any errors will be reported in the box at the bottom.

Continued overleaf

BACK-UP CONFIGURATION



The source pathname. This is the disk, drive, partition or directory from which the files are backed up. If you have a hard drive this should be HD0: or DH0:. To change a device, click in the string gadget and enter your own or click on 'dev' which brings up a list of the devices.

The destination can be one of three types. The usual method is to back up to floppy, in which case the data is stored on floppies inserted by the user. It can also be backed up to a tapestreamer, or as an AmigaDOS file on a different device. Click here until the desired option appears.

The back-up type defines how *Ami-Back* stores data. Complete back-up backs up all files. An incremental back-up by date only backs up files created after a specified date. The back-up by archive bit only backs up files which do not have the archive bit set. A selective backup allows you to pick files. The image back-up can only back up entire devices.

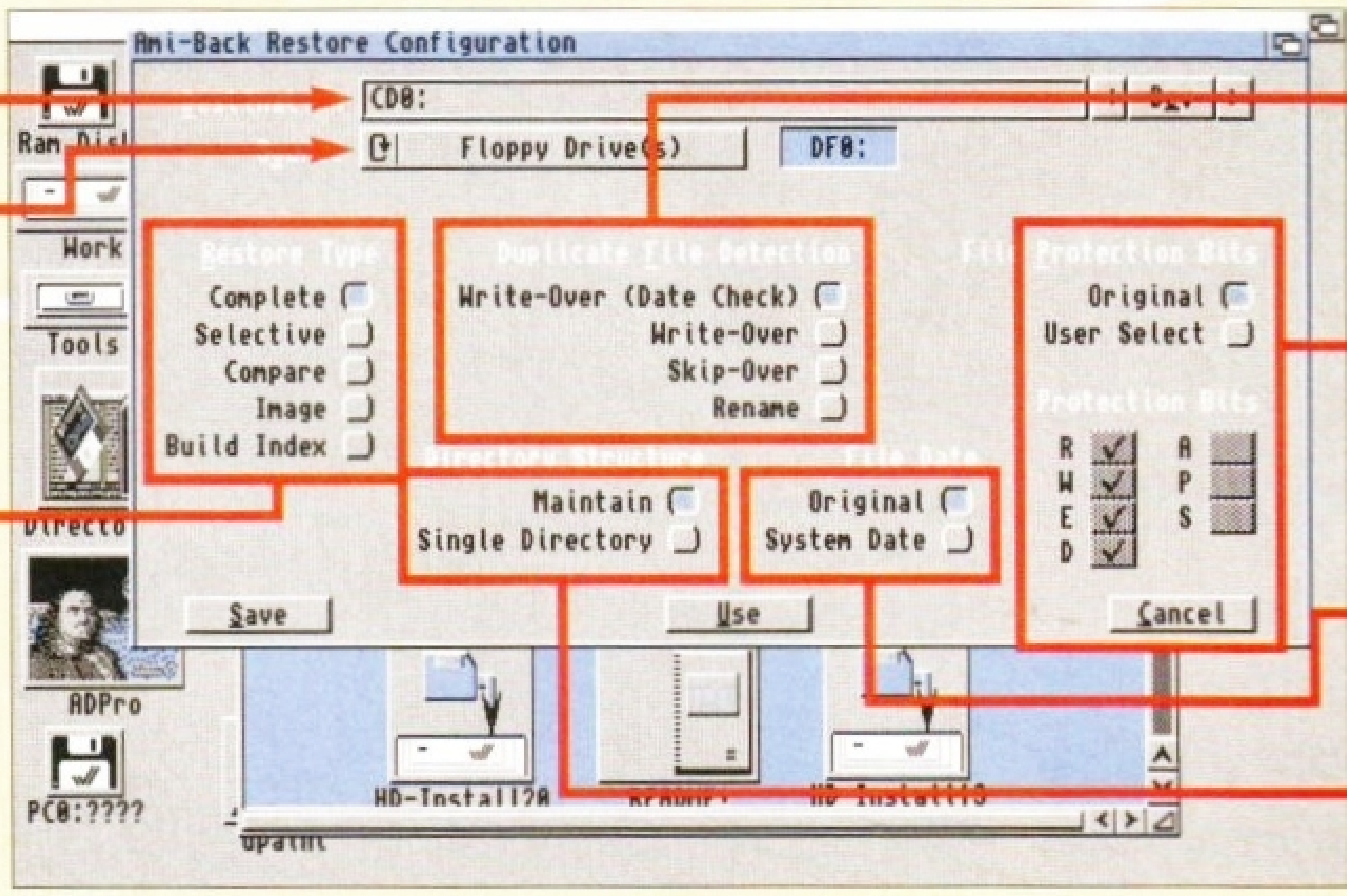
If you want to include all of the sub-directories within the device or pathname you have selected for backup (you normally do), you should choose to do so here.

Filters can be applied to include or exclude certain filenames. To add a filter, simply click on Add and enter the filter option. For example "~#?.info" will exclude all .info files.

Verify mode will check that all files have been backed up correctly. It is useful to leave this on to be safe, but it can take a long time.

If you choose to set the archive bit, all files that are backed up will also have their archive bit set. This is useful if you use the incremental by archive bit option.

RESTORE CONFIGURATION



The Destination Pathname. This is the disk, drive, partition or directory to which the files will be restored. It works in the same way as the Source requester in the Back-up Configuration.

The source can be one of three types. The usual method is to restore from floppy disks. It can also be restored from a tape-streamer, or from an AmigaDOS file on a different device. Just click on this button until the desired option appears.

Restore Type defines the way that *Ami-Back* retrieves data. Complete restore tries to restore all the files in the back-up. Selective restore allows the user to select which files to restore. Compare only compares the files in the back-up with those on the destination device. Image is the option to use if your back-up was stored as an image (none of the other types of restore will work with this type of back-up).

Duplicate files. If the back-up has files which are also on the destination device, these buttons determine what happens. Write Over (Date Check) overwrites the destination file if the date on the back-up file is more recent. Skip-over never overwrites the destination disk. Rename enables you to rename the backed up file.

File protection bits can be globally altered with this option. You can set or unset the Read, Write, Execute, Delete, Archive, Pure and Script bits of every file. You will usually want to set this option to Original.

The creation date of all the restored files can be kept from the time they were backed up or set to the current system time and date.

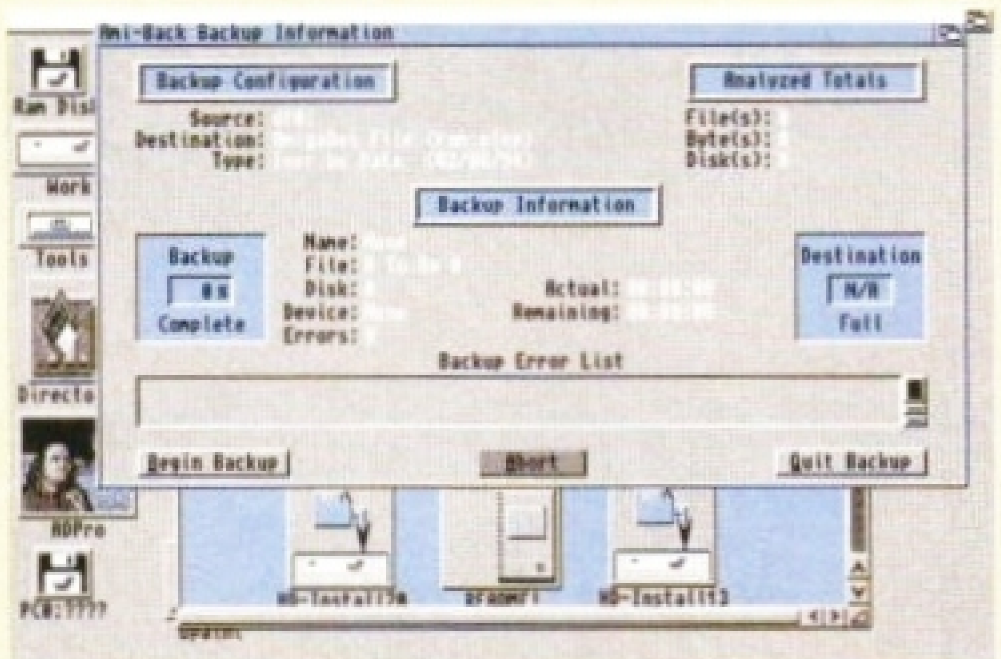
If you want to keep the original disk structure (all files in their original sub-directories) leave this set to Maintain.

It is important to remember that although the software multitasks, it can be confused if you create or delete files from the device you are backing up while it is working.

RESTORING DATA

Once again, before you retrieve any data from your back-up, you should change the configuration to suit your needs. To do this select Restore Configuration from the Edit menu. You will then be able to change all the options as explained with the help of the rather useful diagram (above).

When you are happy with your settings, select Save or Use and you will be returned to the main screen. Select Restore and you are off. The Restore Screen is very much like the Back-up Screen, but it works in reverse. Just select Begin Restore and sit back till the job is done.

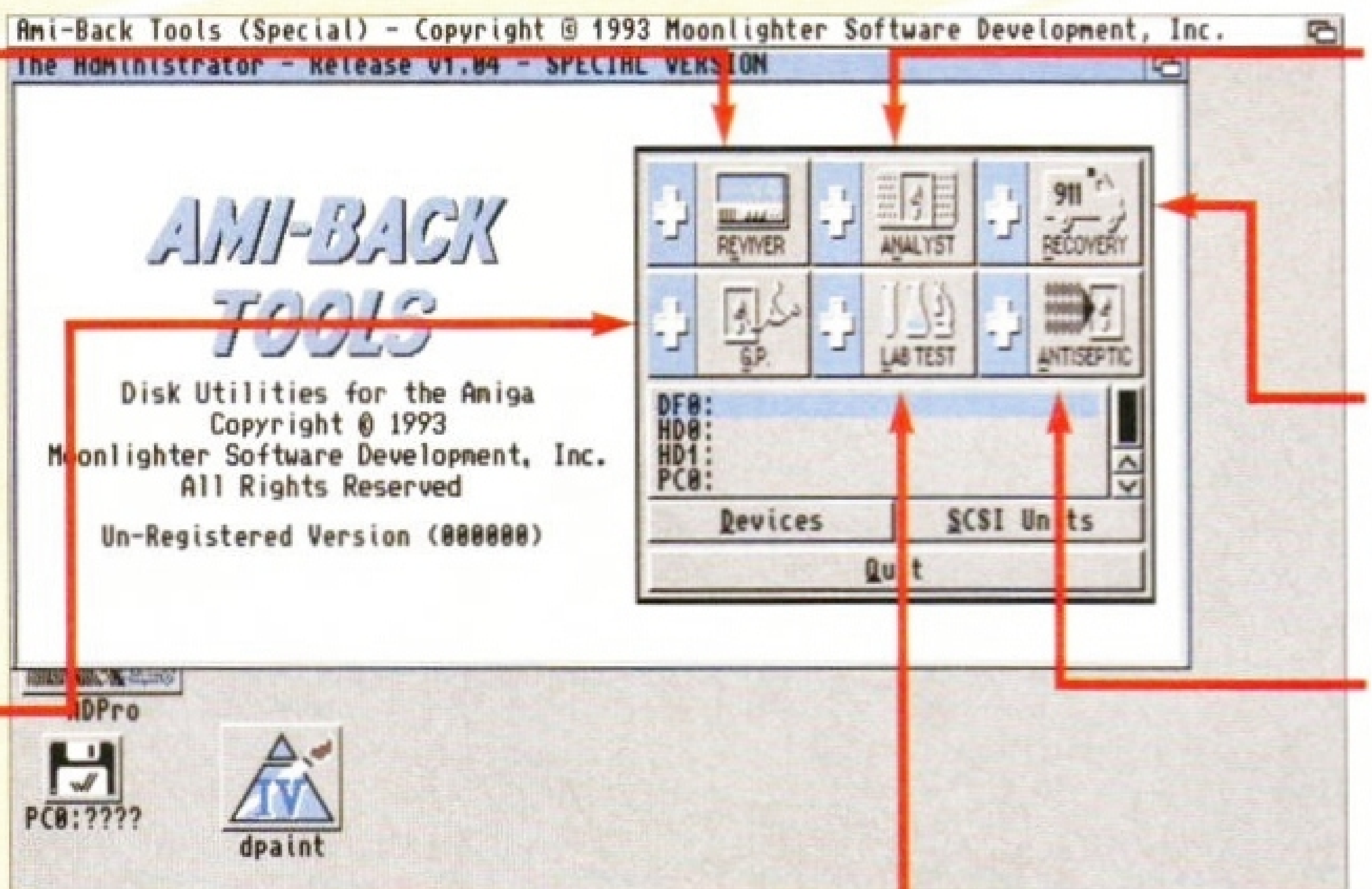


Once the Restore is running, there is not much to do but sit back and watch.

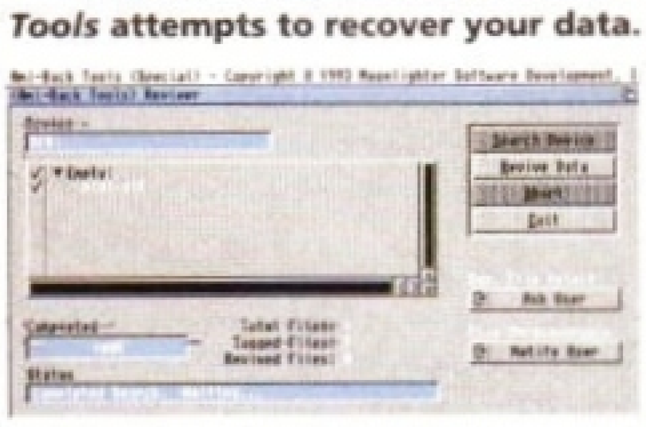
AmiSched is a scheduling program which will either run the *Ami-Back* program or display a message reminding you to do the back-up yourself. To set up the scheduler, choose Schedule Configuration from the Edit menu. You can then select a particular day or date and time for the back-up to take place. The *AmiSched* program has to be running for this to work, but it runs as a background task so you could easily put it in your startup-sequence or WBStartup drawer.

HOW TO USE AMI-BACK TOOLS

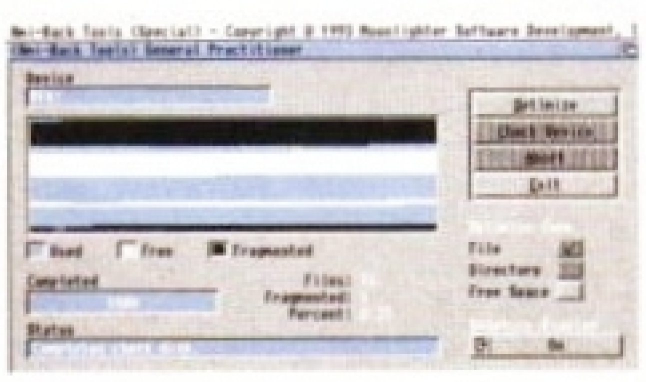
In order to use the special *Ami-Back Tools* program, you will have to decompress the data on the Coverdisk. First format a blank disk and name it 'AmiTools'. Then boot up from the Coverdisk and double-click on the AmiBackTools icon. The disk will access and you will be asked to put the "AmiTools" disk in the drive. Do this and press Return. The data will now be written to your disk. When the process has finished, reboot your machine with a copy of Workbench and insert the Ami-Back Tools disk. Double click on the icon to run the application.



Reviver (below) undeletes files that you have accidentally got rid of. Search the device for deleted files. A list of files will appear in the window and you can select the ones to restore by clicking in the bar on the left of the window. Then click on the Revive button and *Ami-Back Tools* attempts to recover your data.



GP optimises your disks. Disks can become fragmented when files are constantly being modified, saved and deleted. The General Practitioner sorts them all out again, making access times faster. GP is limited in this version.

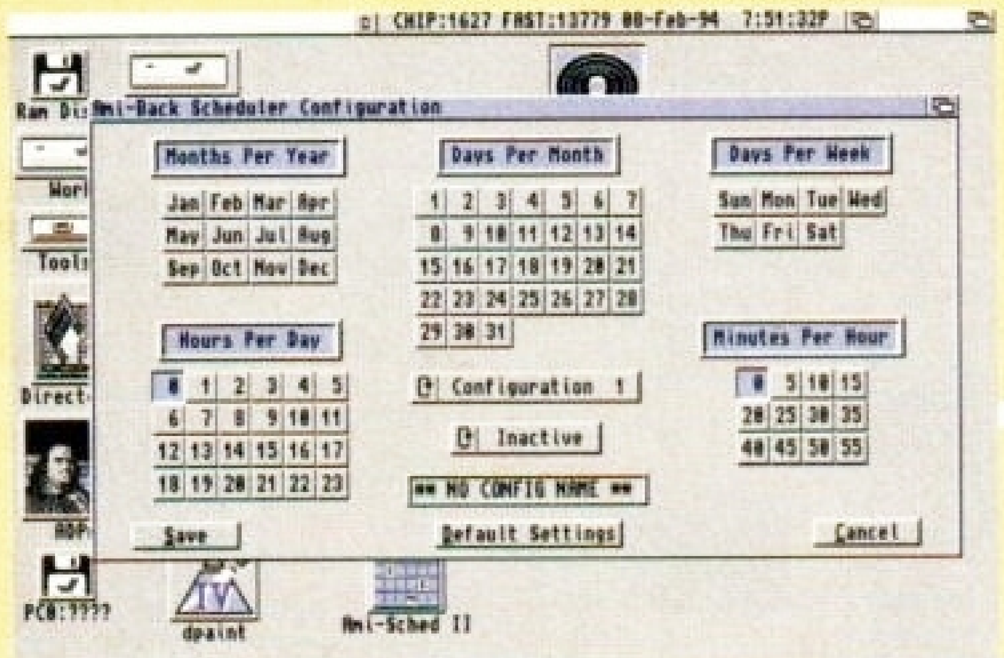


Analyst is used to repair bad disks. These can occur when the Amiga crashes while writing to the disk, and in a thousand and one other ways. Logical disk errors (ones not caused by physical damage) can usually be sorted out by the Analyst.

911 Recovery is used to repair and recover damaged files when the Reviver and the Analist have failed. In some cases you may not get all your data back, but some is better than nothing.

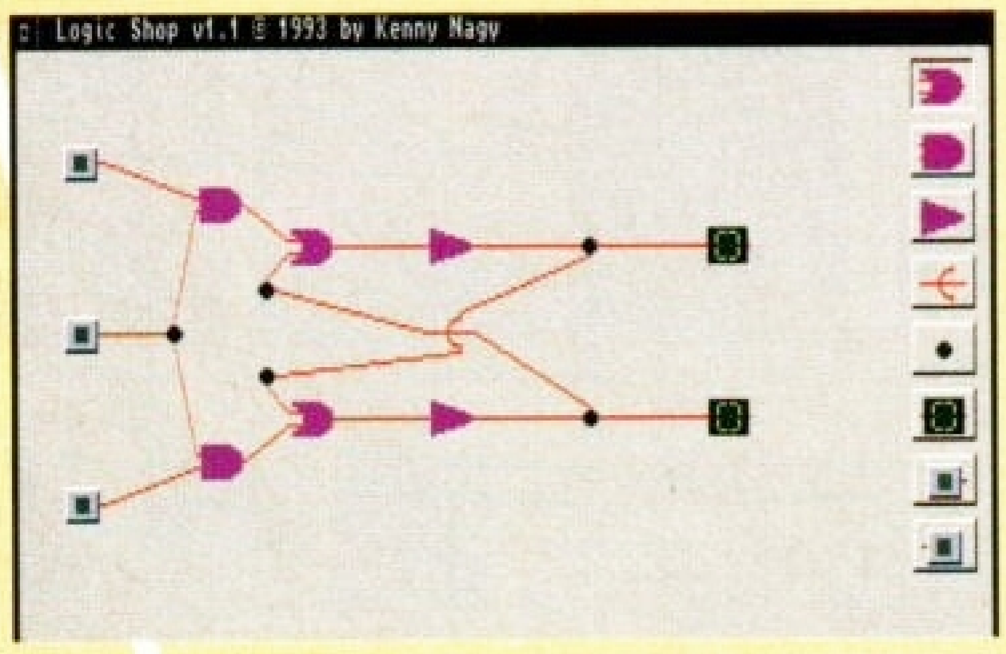
Antiseptic will remove any trace of files on your disk. This is quite useful if you keep highly secret information on your disks. You can select to wipe the entire disk or clean only the areas of the disk not currently in use. This feature is limited in this version.

Lab test will load in and display the contents of the boot block on the selected device. It can also read in the directory structure and display it. In this special version, you can only build a database of the directory and display it.



Running the scheduler means never having to say "Oh drat, I forgot to make a back-up" or something like that.

LOGIC SHOP



Highly logical, captain. The Logic shop will have your homework sorted out in no time.

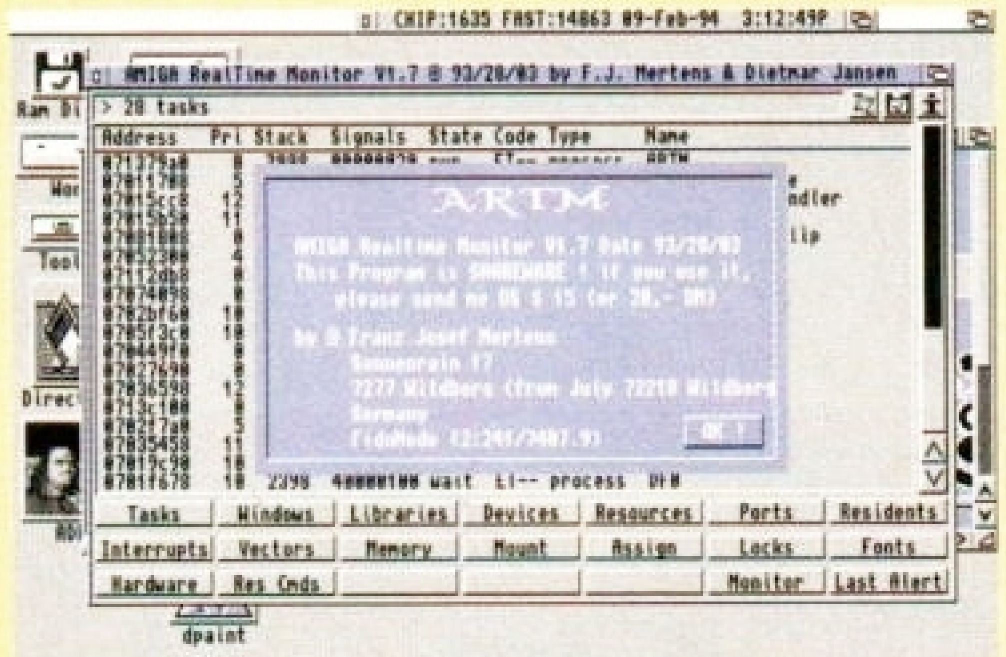
If you have ever felt the urge to construct bizarre logic engines out of a few flip-flops then you might find this program quite useful. Either that or it will help you with your maths/electronics homework.

To run the program, open the drawer and double click on the Logic Shop tool icon. You will be presented with a new screen with eight icons down the side. These are the components of your circuit – OR gates, AND gates, NOT gates, a crossover, a junction, an output and two inputs.

Once these components have been placed, you should link them up. Just select Link from the menu and click on the objects which are to be connected together.

For more information, read the documents supplied. Because of limited space on the disk, the text reader has not been supplied. To read the documents, just load them into a word processor or use the *More* or *Multiview* programs supplied with Workbench.

ARTM

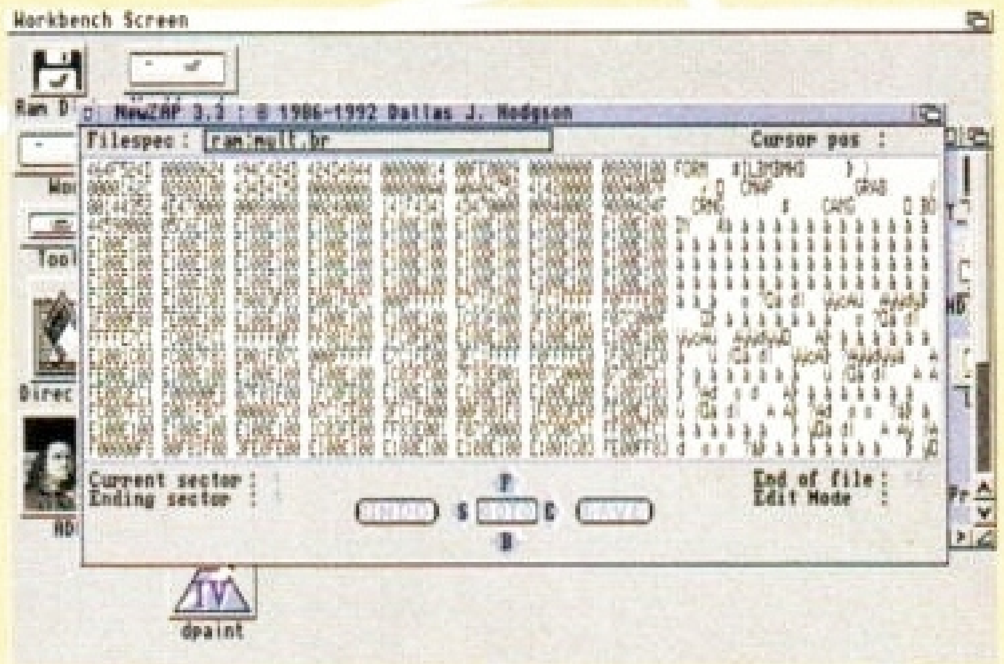


ARTM will tell you all sorts of things about your Amiga, including what version of the chips are fitted to it.

ARTM is short for Amiga Real Time Monitor. This excellent little program allows you to monitor the innards of your Amiga at a very low level. This means you can check such things as what devices are running, what the vectors held in memory are set to, and what sort of chips are fitted .

If this all sounds like complete gibberish, then you will probably not find much use in this program. But if you are a technical person, or just plain curious, you will find it very useful. The ARTM screen is divided into two parts. The bottom of the screen is a series of buttons which determine which aspect of the machine you want to examine. Just click on any one of them to see what's going on. The top part of the screen gives the requested information.

You should also remember that ARTM is Shareware, and if you use it a lot, you should send the very reasonable sum of US$15 to Franz Josef Mertens, the author of this program. His address is in the program.



Newzap can be used to edit anything from programs to text files, but be careful.

NEWZAP

Newzap is a file editor designed to edit files on a byte level. This means that you can change individual bytes in a file. Beware that the potential for damaging your programs and data is extreme, so be extremely careful when using this program.

To edit a file, start the program and type in the name and path of the file in the Filespec requester. The files appear in the Hexadecimal and ASCII sides of the screen, so you can enter your changes in either form by clicking on the appropriate area. To save the changes, just click on Save. Use Undo function to undo any changes, as long as they have not been saved.

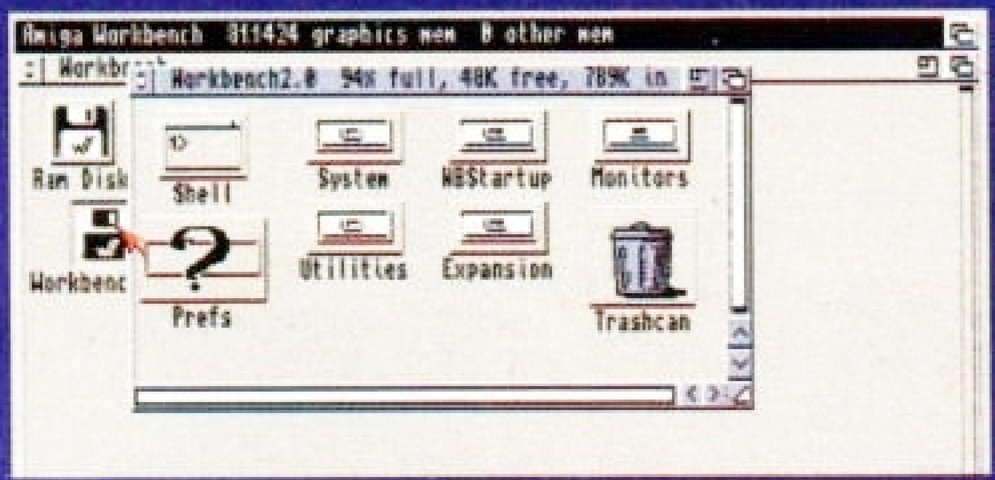
DISK NOT WORKING?

We have duplicated over 560,000 disks this month and out of all those, sadly a few will be faulty. If you have checked your disk and are sure it is faulty or any of the programs on it will not load or run properly, you should send it back INCLUDING A STAMPED, ADDRESSED ENVELOPE for a free replacement within one month of the cover date to:

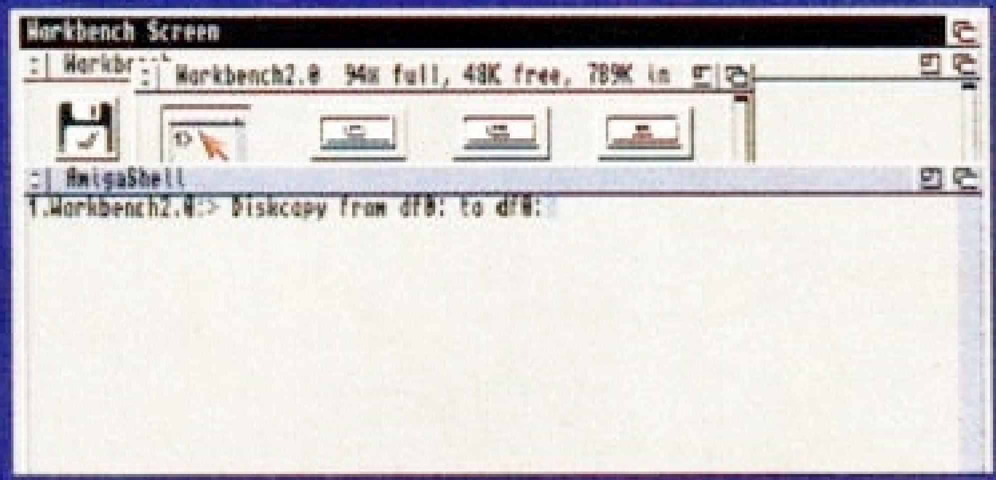
Amiga Format March Disk
Disk Copy Labs Ltd
PO Box 21, Daventry, NN11 5BU

Backing up your disk

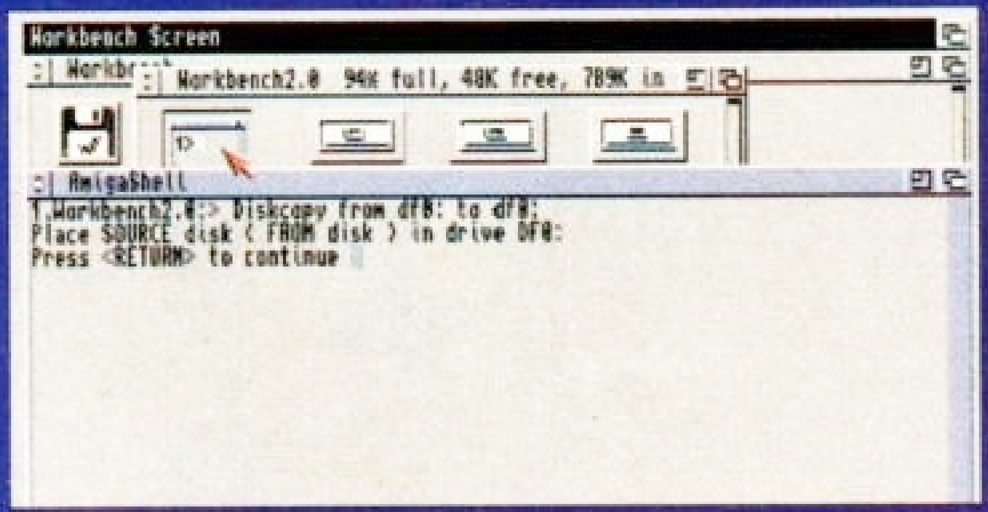
There are two ways of making a copy of your disk, and this is the easy one. Don't be daunted by the fact that you need to use the Shell or CLI: it's actually a lot easier than you might think. Just follow these simple steps...



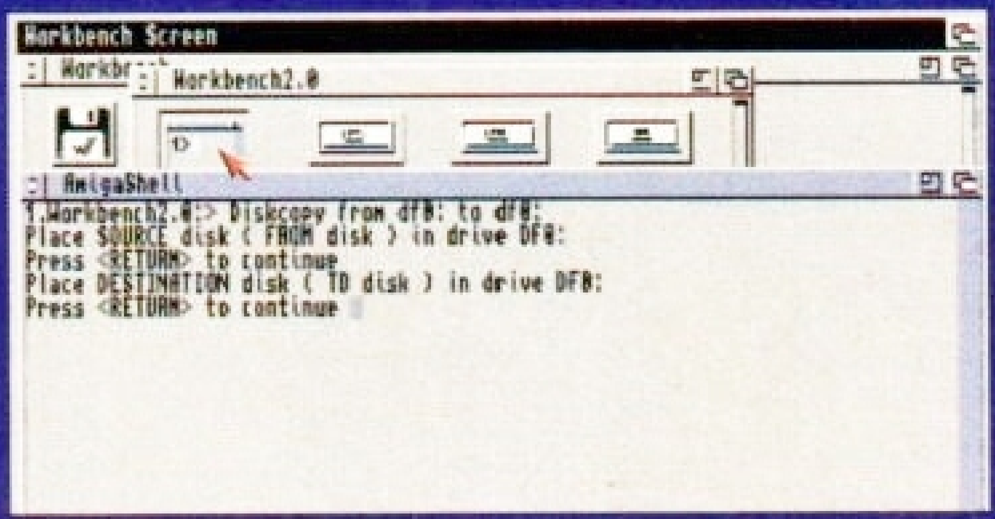
1 Load your Workbench disk. Open the disk, find the icon that says Shell or CLI and double-click on it.



2 When the Shell window appears and the drive light is out, type in (DF0 as in Zero, not DFO as in Oops):
`Diskcopy from DF0: to DF0:`
and press the Return key.



3 The Amiga will now ask you to insert the 'source' disk. It means the disk you want to copy, so put the Coverdisk in the drive and press the Return key.



4 Wait for a while and it will read all the information off the Coverdisk, telling you how far it has got. Then it will ask you to insert the 'Destination' disk. Put the disk you want to copy your Coverdisk on to, in the drive and press the Return key. Note that the disk does not need to be formatted already.



5 Put the source disk and destination disk in a couple more times when the Amiga asks for them. When it says "Diskcopy Finished" just type in:
`endcli`
to get out of the Shell or CLI. You may have to put the Workbench disk in again. Now your copy is ready!



WING COMMANDER	CHAOS ENGINE	ALIEN BREED 2 (A1200)	STREETFIGHTER 2	ELITE 2	MORTAL KOMBAT	LEMMINGS 2	PINBALL DREAMS	SPEEDBALL 2	OVERDRIVE	REACH FT SKIES	
9.99	13.99	18.99	11.49	19.99	20.49	13.99	13.49	8.99	11.99	14.99	



ARABIAN NIGHTS	CHAM MGR '93/'94	ZOOL 2	SENSI SOCCER '92/'93	CANNON FODDER	PREMIER MGR	PREMIER MGR 2	MICRO MACHINES	ARCHER MACLEANS	EYE OF THE BEHO	JIMMY WHITE
9.49	12.99	16.99	13.99	20.49	9.99	13.99	16.99	13.49	12.49	13.49



ISHAR 2	ELITE	A-TRAIN	COMBAT CLASSICS	JURASSIC PARK	BODY BLOWS	ZOOL	SPORTS MASTERS	D MASTER + CHAOS	S OF MONKEY ISL	LS LARRY 1
11.49	9.49	13.99	13.99	17.99	12.49	10.99	13.99	13.99	12.99	11.49

IMPORTANT – PLEASE NOTE
NOP = will not work on A500 Plus, A600 or A1200.
NO12 = will not work on the A1200.
1 MEG = requires at least 1 meg of RAM to run.
• = NEW Item

AMIGA A1200 VERSION GAMES

AIRBUCKS 1.2 ....20.99
ALIEN BREED 2 ....18.99
BODY BLOWS 19.49
BODY BLOWS GALACTIC 18.99
BRILLIANCE AGA (2 MB MINIMUM, 2 DISK DRIVES OR HARD DRIVE REQUIRED, PROFESSIONAL PAINT AND ANIMATION PACKAGE FOR OUTSTANDING RESULTS. FEATURES ALL AMIGA SCREEN MODES INCLUDING AGA) • 114.99
BURNING RUBBER 18.49
CHAOS ENGINE 18.49
DENNIS 19.49
ISHAR 2 - LEGIONS OF CHAOS 18.99
JURASSIC PARK 19.49
KINGS QUEST 6 (1 MEG) • 22.99
MAN UTD PREMIER LEAGUE CHAMPIONS •18.99
MR NUTZ 19.49
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RISE OF THE ROBOTS • 25.99
RYDER CUP 18.49
SIM LIFE 22.99
SIMON THE SORCERER 24.49
SOCCER KID 19.49
STAR TREK - 25TH ANNIVERSARY (HARD DRIVE ONLY) 22.49
SUPER STARDUST • 16.99
TFX 22.99
ZOOL 18.49

AMIGA GAMES

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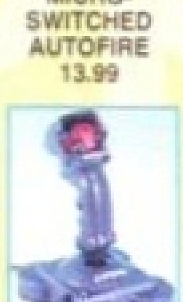

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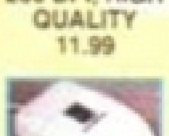

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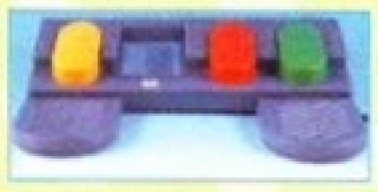

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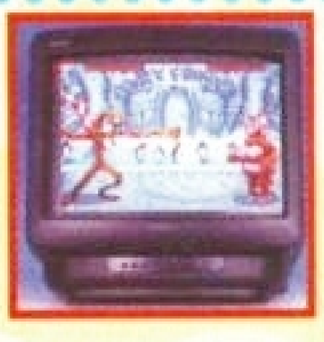


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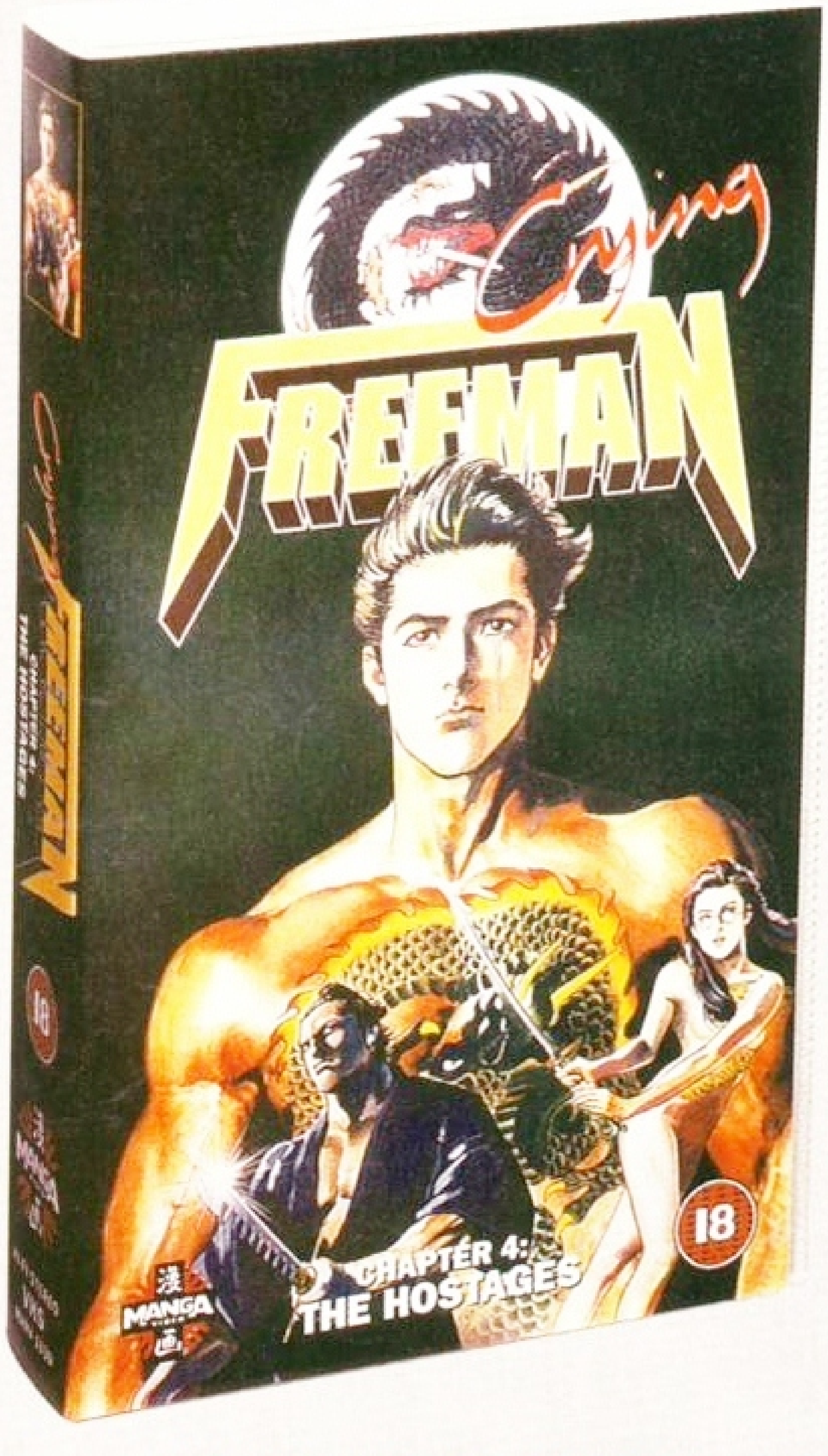
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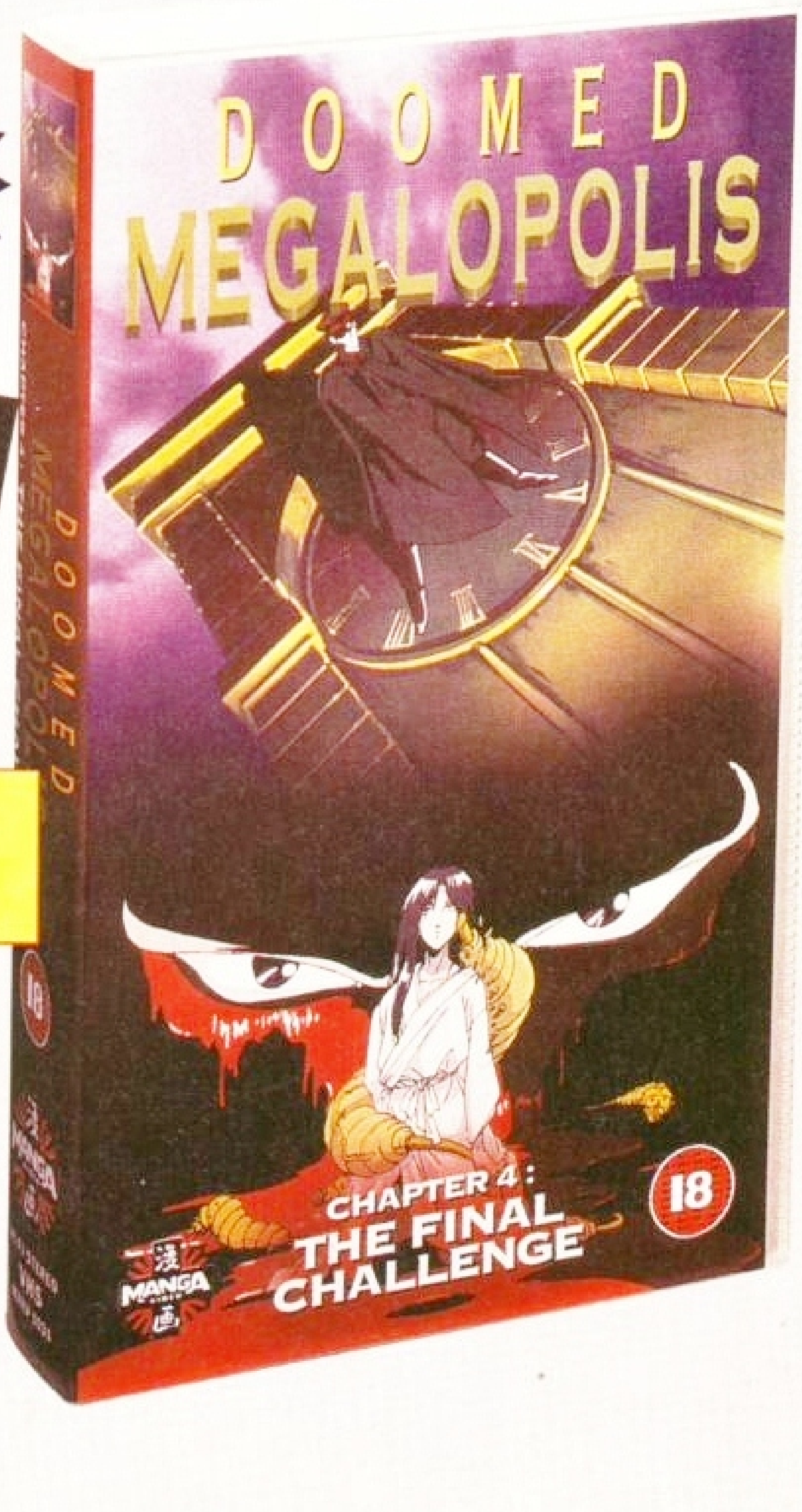


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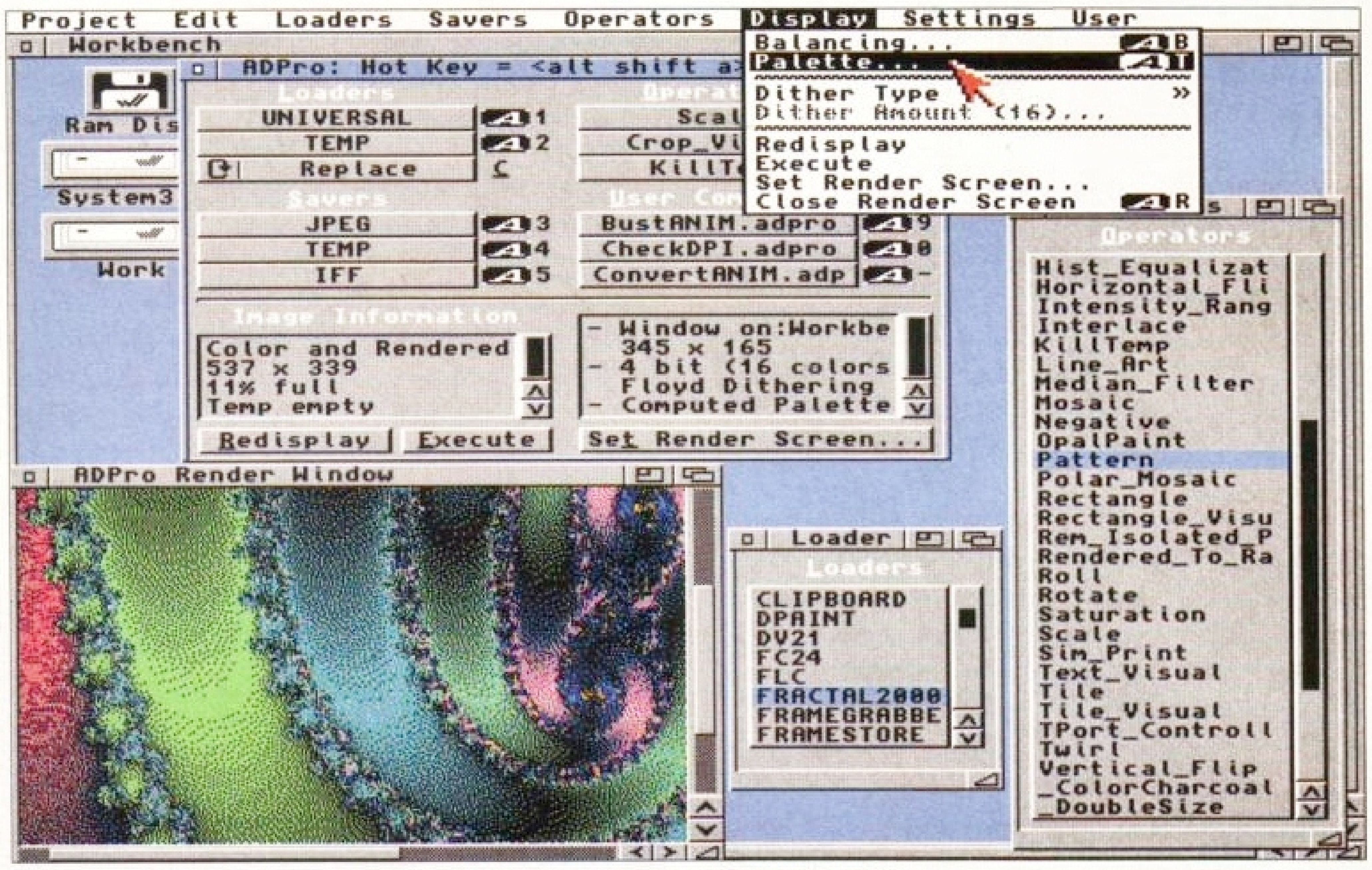
NEWS

NEW LOOK FOR ADPRO IMAGE

ART DEPARTMENT PROFESSIONAL (*AdPro*) version 2.5, one of the Amiga's premier image processing packages, has been announced by publishers ASDG. A major redesign of the package means the grey control panel is replaced by a stylish list and button orientated graphical user interface. This can run on Workbench, or any of the graphics boards which support the EGS standard, as well as the Retina card and Video Toaster.

With v2.5, it's possible to have several windows open at once, including the image rendered to the current screen mode. Direct support for the Fargo Primera (95%, *AF*55) is included, as is a saver for CDXL animations. Image compositing has been improved with variable transparency for all three primary colours and alpha channel blending has been extended. 100 pre-written ARexx scripts for controlling *AdPro* are also included.

AdPro 2.5 is £199.95 from Meridian Software (081-543 3500). Upgrades are £39.99, available only from Emerald Creative Technology (081-715 8866).



Gone are those unloved grey screens. *AdPro* can now run on the Workbench screen or the display of many 24-bit graphics cards.

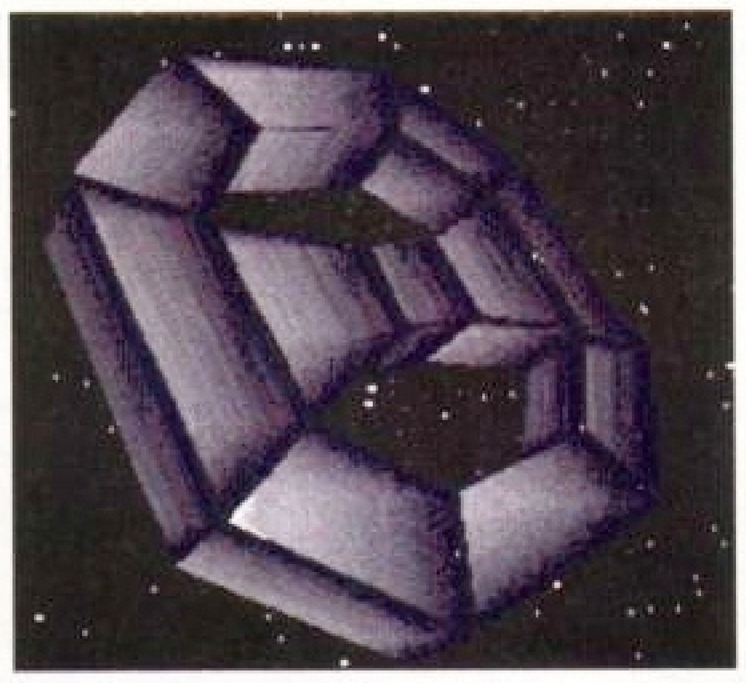
Doing Demos down your way?

BLACK LEGEND HAVE announced the release of a new program designed for Amiga users who want to write their own demos, but don't have the programming knowledge to do it all themselves.

Demo-Maniac allows you to create your own version of demos such as *Jesus on E's* without getting your hands dirty with all that nasty assembly language programming. The several hundred effects included with the program are all controlled via a point-and-click interface, and you can easily incorporate your own graphics and songs into the demo, which can be saved as a stand-alone disk.

The program will also make use of a faster processor or the AGA chip set if fitted. Black Legend have produced an information pack which can be obtained by writing to the address below, or check out the demo version on next month's *Amiga Format* Coverdisk.

Write to: *AF DemoManiac* Info Pack, Black Legend UK Ltd, Fulling Mill Barn, Mill Lane, Welwyn, Herts, AL6 9NP.



Creating your own demos is easy with *DemoManiac*. This sample effect was created with only a few mouseclicks.

MUSIC AND MULTIMEDIA

EXPERTS IN VIDEO, audio, music and interactive multimedia on the Amiga and CD32 are set to show off their skills and offer advice to anyone interested at a one-day seminar in London.

As well as the opportunity to see and test the latest hardware and software products in action, there will also be a question and answer section after each presentation.

Amiga Desktop Video, Music and Multimedia is on 14 March and costs £99.

For more information call Premier Vision on 071-274 4477.

Virgin signs Sensible deal

VIRGIN INTERACTIVE AND Sensible Software have just signed a two-year publishing deal following the overwhelming success of chart-topping shoot-em-up *Cannon Fodder*.

The deal means that Sensible's next offering *Sensible Golf* will be released through Virgin.



To celebrate the signing with Virgin, Sensible's supremo John Hare has sung *Cannon Fodder's* theme tune and taped it. The first 10 readers to write in to 'Strictly Sensible' at *AF*'s usual address get a copy!

Get keyed up

If you let your kids anywhere near your Amiga keyboard, then you might as well make it easy work for them. That's what Edu-key's keyboard stickers aim to do – because children first learn the alphabet in lower-case letters, they can't always recognise the upper case letters on your keyboard.

Edu-key's package includes a set of lower case letters in white on black, a set of upper and lower case combined letters (two letters on each key) and a set of yellow on black extra large letters which are especially suitable for the very young or the partially sighted.



Normally priced at £6.75, *Amiga Format* readers can buy them for the reduced price of £5.40. Just tell them you read it in *Amiga Format* and for an order form, send your name and address to: Edu-key, 26 Mount Way, Waverton, Chester CH3 7QF.

NEWS *brief*

AMIGA ADVICE

Got a problem with graphics? Worried about Workbench? Then help is at hand. Videoworld Multimedia have set up a consultancy service offering information and technical support for serious Amiga users. It includes an advice helpline, scanning/framegrabbing, printing, PD, tuition courses, and software and hardware recommendations. An annual registration fee is £15. Call Andy Gibson on 041-641 1142.

FREE PREVIEW

Want to snatch a sneak preview of the possible potential of the Opalvision Roaster Chip upgrade? Then send a blank VHS video cassette and an SAE to: The 24-Bit Club at 6 Skirsa Square, First Floor, Glasgow G23 5DW. The tape is a short preview of what is possible; a detailed version is expected when modules start to ship.

GET IN CREDIT

Indi are offering instant credit to anyone who spends more than £100 on their Amiga products. No deposit is required and flexible arrangements such as nothing to pay for three months, can be arranged. Indi are on 0543 419999.

FINAL FRONTIER

All you talented *Star Trek* fans out there who fancy getting involved in the Final Frontier diskzine, call Simon Plumber on 021-358 1213, 7-9pm, or write to Infinite Frontiers, PO Box 8966, Great Barr, Birmingham B43 5ST.

SPRING SHOW

The sixth All Micro Show which caters for the complete computer spectrum is on Saturday 16 April at Bingley Hall, Staffordshire Showground. Entrance is £2, for details phone 0473 272002.

MEGA BRIGHT

'Britain's brightest fanzine' is what MegaBYTE calls itself, and promises to take a byte (geddit?) into the world of Amiga games. If you fancy a copy, send £1 and your name and address to: 37 Cornmill Crescent, Alphington, Exeter EX2 8TL.

KEEP 'EM KEEN

GCSE students studying maths, French or English can liven up their revising by using one of Europress' new ADI education packages. Conforming with the National Curriculum, the programs aim to make learning fun and effective. Price is £34.99. Tel: 0625 859333.

GET ON WITH GAMES

You name it and Home Grown Productions have got the solution to it – getting through almost any Amiga game that is. And they've put them all down in one book – *Amiga Games hints, tips, cheats and adventure solutions.* Priced at £9.95, it's from publishers, Kuma (0734 844339).

GET YOUR KIXX

In last month's *AF* we incorrectly attributed the classic American football style game, *Speedball 2* to GBH. It is, in fact, on US Gold's budget label, Kixx. Call 021-625 3311 for details.

CREDITORS CALL THE SHOTS IN OZ

COMMODORE Australia have gone into administration – their business affairs are now being conducted by an agent on behalf of their creditors.

A meeting of all the major creditors was held on 11 February, at which Max Donnelly, of chartered accountants Ferrier Hodgson, was appointed to review Commodore Australia's financial position on behalf of the two largest creditors – a major Australian bank and Commodore International Ltd.

Although the company recorded around $40million in revenue last year, profit margins have narrowed and the company is still burdened by debts mostly resulting from the write-off of obsolete stock following the launch of the A1200.

Edward J Goff, vice president of Commodore International, commented: "We are restructuring operations in the Asia/Pacific region including the consoldidation of certain sales operations to gain increased efficiencies.

"Commodore's future business and existing customer base in Australia will now be serviced on a regional basis through Commodore Asia/Pacific Ltd."

Effectively this means that all of Commodore's business in Australia will now be administered directly from the Asia subsidiary, which is based in the United States of America.

Although the situation may mean some restructuring of the Commodore parent company, the UK operation will not be affected in any way.

FLYING HIGH

A600 or A1200 owners who can no longer cope with their 2.5-inch internal hard drive can now add a 3.5-inch disk drive to their machines.

The DataFlyer XDS Expansion Drive System consists of an external case which accommodates a 3.5-inch IDE drive, enough cabling to connect the two drives together, screws, jumpers, installation software and instructions. Power for both of the drives can be from the standard PSU, although an optional power supply is available from the distributors should the load prove too much.

For more details, phone the distributors, First Computer Centre on 0532 637988.

MAKING MUSIC

ADDING TO THEIR 25 disk library, Walkabout Music have 10 new disks of high-quality sound samples. All the sounds are taken from a 16-bit studio recorded master, and for the first time they include a variety of looped rhythms in pop, rock, breakbeat, techno, industrial and dance styles. The other disks are woodwind and follow-ups to their Brass, Strings and Piano disks.

The disks range from £1.75 to £2.50 each, depending on how many you buy. Walkabout are on 0726 813807.

Bargain for BBS operators

A SPECIAL OFFER is open to all SysOps (system operators) from US Robotics. They are selling their recently launched Courier HST Dual Standard V.32 Terbo modem for £299 instead of the normal RRP of £899, on a one modem per telephone line basis.

Both public and corporate BBS can qualify for the discount as long as they provide technical support or on-line software updates for internal users or external customers. If you're an interested SysOp, then phone US Robotics for an application form on 0753 811180.

Easy start for first time users

GETTING YOUR PRINTER connected and up and running is not always an easy task, especially if you're on your first attempt.

But you don't have to be a tech-head to use Citizen's new ABC printer because it comes with an *EasyStart* program which provides an on-screen step-by-step guide to installation which can be controlled by the user as they go through the stages.

EasyStart is available in seven languages and is included with the ABC printer for £223. Call Citizen on 0753 58411 for more details.



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THE tim Smith COLUMN

Hello and here we go again!

Why can't I run CDs on my A1200? I can use them on my Mac, I do use them on my Mac. If I was sadly-dribbling enough to own a PC, I'd be able to use a Compact Disc on that too. So what's the score?

It's fine news that the A4000 is to be blessed with an FMV-compatible CD-ROM drive (hopefully for around £250). That at least shows that Commodore have a handle on the needs of AGA Amiga users. But my poor old A1200 (old! Can you believe that?) is still a member of the floppy generation. In terms of data storage it's still being forced to associate with dribbling, senile old crocks such as the Amstrad PCW, the IBM PC, the ST and the CPC.

Machines such as the PC meeting my A1200 down the Virtual Bull&Dog must scoff as the A1200 carries a mere 720K back from the bar while the grey hulkingness of the 386 storms back with 650Mb of data balanced on it's serial port.

IT'S AN ABSURD situation that we see at the moment. It's not as if Commodore don't have experience with Compact Disc technology. They do, as far back as CDTV Commodore have been geared toward the format. Amiga CD^{32} is their flagship at the moment so it's not as if you could walk up to Lew Eggebrecht, show him a CD and he'd jump 10 feet in the air screaming: "Cripes! What's that?".

OK, so CD^{32} is a fine machine with a solid future, but this merely adds insult to injury. We know that Lew Eggebrecht and his team have the capabilities of producing a specific A1200 CD-ROM drive.

Yes, there probably are kludges that we can explore that enable us to bolt-on CD^{32}s to the A1200, but do we want kludges or do we want slick, supported and dedicated drives for the entry-level Amiga? People, you and I, want entry-level computing for 1994, not entry-level computing for 1984 in terms of data storage and retrieval.

SO WHY ISN'T it happening? It seems to me that this is a price versus volume position. Will people who have spent £299 on an A1200 feel good about forking out another £250 on a CD-ROM drive? Will Commodore be able to sell enough drives to justify the factory tooling, distribution, ads and technical support? Well probably not. But drop the FMV element and crank the price down to sub £200 and then ask the question: "Do you want a CD-ROM drive for your Amiga?" and the answer might be very different, and very loud.

And this noise will rise to a clamour when the software houses start shipping *Sim City 2000* + data on CD or, more importantly, when Digita ship *CDWordworth*, or Electronic Arts ship *DPaint VIII CD*.

I can understand Commodore's reticence to cater for what they must see as the high-volume (they sell loads of A1200s) high-profit but entry-level Amigas in the light of the A590 CD-ROM drive for the A500. Take-up wasn't vast but software support wasn't huge either. This is not the case for CD now, especially not AGA-based CD.

The software houses like the Compact Disc format and they are starting to wake up to the fact that hordes of Amiga users around are not scared of the new. We embrace the new unlike some PC users I could mention. So, until we get an A1200 CD-ROM drive, you can find me sitting in the corner of the virtual Bull&Dog, sulking over a large whisky.

● ***Tim Smith is technology editor of Computer Trade Weekly.***

THE OPINIONS EXPRESSED HERE ARE NOT NECESSARILY THOSE OF AMIGA FORMAT

Award Winners

Empire Software have rounded up four astounding games for their forthcoming Award Winners Gold compilation.

Zool, Sensible Soccer, Elite/Elite Plus and *Jimmy White's Whirlwind Snooker* will be available together for the first time at a knockout price of £29.99. This brilliant value-for-money package is available now, so phone Empire on 081-343 7337 for more details.

***Zool* is just one of the heroes of Empire's extremely tasty *Award Winners* compilation.**



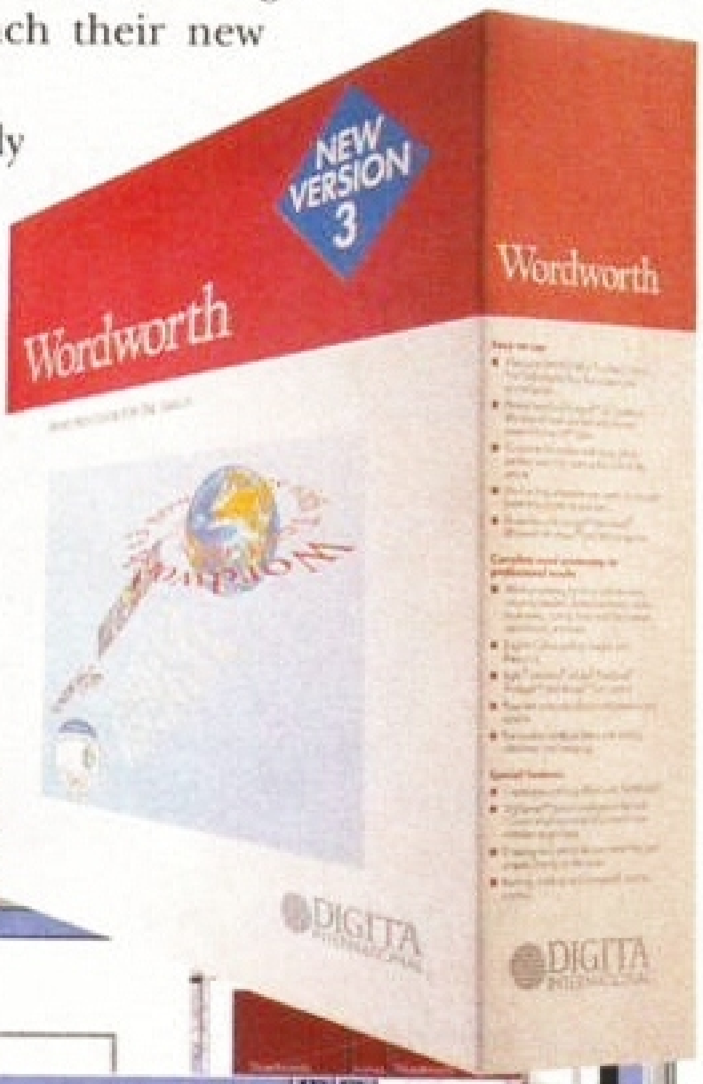
WORLDWIDE WORDW

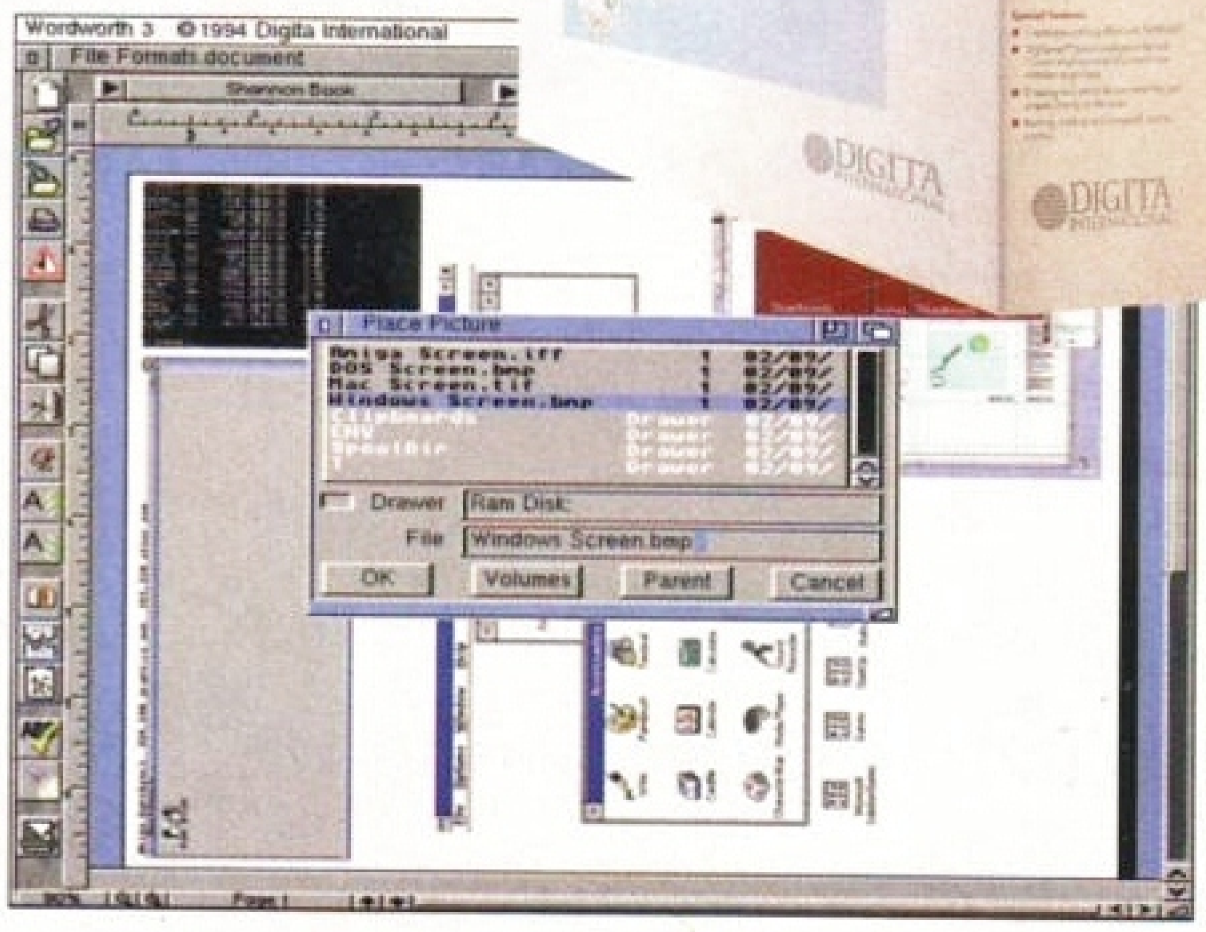
AT A SPECIAL presentation at Silica Systems in London on 10 March, Digita International are to launch their new *Wordworth 3* package.

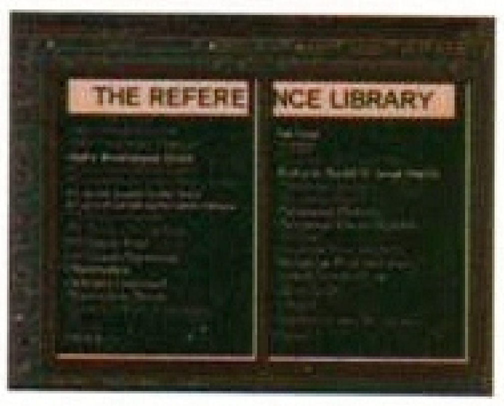
If you've recently bought a Desktop Dynamite pack, then you will be familiar with *Wordworth 2*, as it's now in the bundle. And if you bought last month's *Amiga Format*, then you will have already run the demo of *Wordworth 3* and will have a taste of what a great program it is.

David Pleasance, Commodore UK's MD says: "Few would dispute *Wordworth*'s claim to being the best word processor in the business. That's why we chose it as a major component of our A1200 Desktop Dynamite bundle".

The *Wordworth 3* world wide launch isn't just for the trade and press – Amiga users are







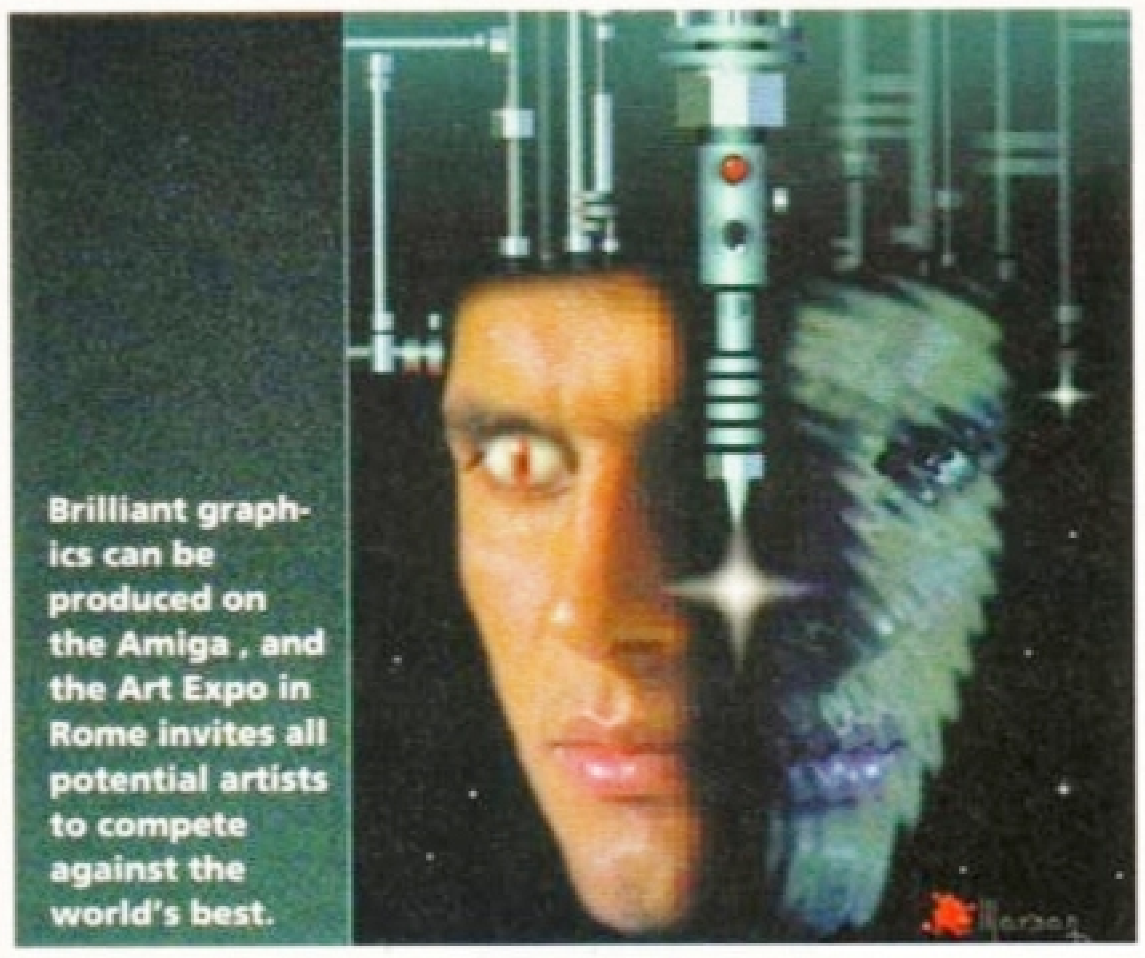
***Wordworth* is already one of the most popular word processor packages with Amiga users...**

And from what we've seen of *Wordworth 3*, it has many features that you would only expect to find on far more expensive WP programs.

NEWS *brief*

PIXEL PERFECTION

THE FIRST PIXEL Art Expo, held in Rome in December was so successful that Italian organisers, Tecnopolis, have decided to hold a second one in December this year. The expo is based around a contest in graphic 2/3D, musical works in Real Time and has a new section on Graphics Workstations, the entries for which must be in by 30 September. For rules of entry, write to Franceschi Francesco, Tecnopolis Associazione Culturale, Viale Gorizia n.20, 00198 Rome, Italy.



Brilliant graphics can be produced on the Amiga, and the Art Expo in Rome invites all potential artists to compete against the world's best.

GAMES ENTER COMIC ARENA

COMIC BOOK PUBLISHERS Dark Horse International are cashing in the video games boom with a new publication called *Max Overload!*

The 64-page colour comic will feature *Amiga Format* faves *Lemmings* and *Chuck Rock* in their own adventures as well as appearances by Segatendo characters like ToeJam and Earl.

The first issue of *Max Overload!* is already on sale, price £1.95, so pop down to your local newsagents and get yourself a copy.



Those lovable *Lemmings* look set to wow you all over again with their own comic adventure.

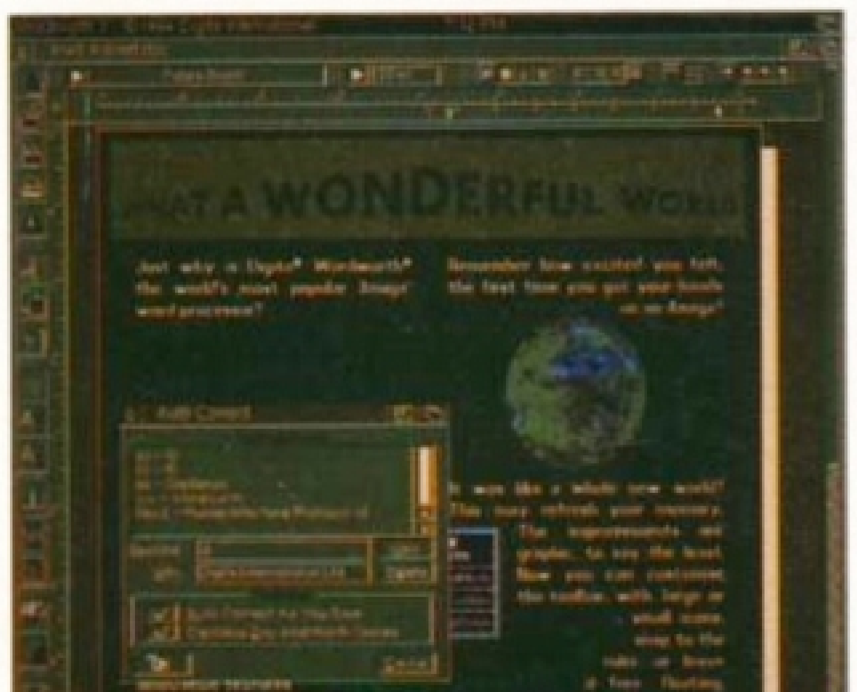
LAUNCH OF ORTH 3



invited to come along between 4 and 9pm to take a look at its many improved features and redesigned front-end.

And as an exclusive offer to *Amiga Format* readers, we've arranged for you to buy it at a special price. Those readers who already have *Wordworth 2* can upgrade to the new version for just £49.99, and if you haven't yet got your hands on this accomplished application you can save yourself £50 by buying version 3 for just £99.99.

All you have to do to claim your discount is cut out the coupon (right) and take it along with you to the launch. But don't worry if you can't make the date – if you send the coupon along with a cheque made payable to Silica Systems, to: Silica Systems, 52 Tottenham Court Road, London W1P 0BA, by 10 March 1994, then you can still qualify for this special offer. Contact Digita on 0395 270273.



Get *Wordworth 3* for the offer price of £99.99 (that's £50 off) by filling in the coupon and taking it to the launch or sending it to Silica.

SAVE £50 on Wordworth 3

Send me Wordworth 3 for £99.99 ☐

Send me the WW3 upgrade for £49.99 ☐

Name...

Address...

....

....

....

Postcode...

Tel No..

Send this coupon to: Silica Systems, 52 Tottenham Court Road, London W1P 0BA.

AMOS ADMIRERS

Nothing but AMOS, the bi-monthly AMOS-dedicated magazine is now to be distributed by 17 Bit Software. An issue will cost you £4.50, call 0924 366982.

HP LENDS A HAND

Amiga users who also have a Hewlett Packard printer can get their hands on a new driver to improve their outputs. Called STUDIO-Light, it supports Workbench from 2 upwards and 16 grey scales, 4096 colours, 11 fonts and all printout parameter, such as dithering, are pre-configured. To get hold of a copy phone HP's Fax Information Retrieval Service (HP FIRST) on 0800 960271.

MORE MAIL

A new mail order company is set to add to the already competitive Amiga market. Everglade are on 0463 240168.

DISK CLUBBING

A Bulletin Board with a difference, CLUBBS is a BBS on a disk. So if you want to communicate with fellow Amiga users without going on-line, then send £1 and your name and address for a demo disk, stating that it's an Amiga disk you want to: CLUBBS (Dept AF), 7 Fallowfield Close, Norwich NR1 4NW.

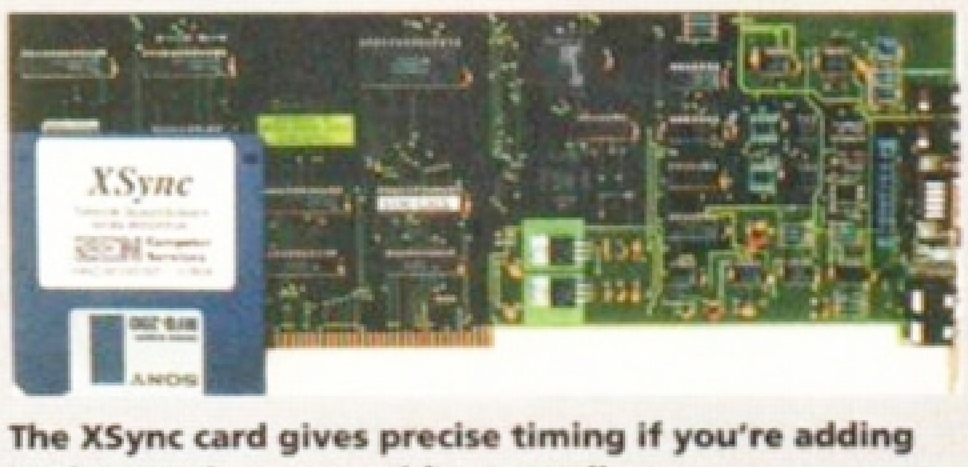
MAKE FRENCH STICK

If Franglais is the best you get at speaking to our friends across the channel, then Ten out of Ten Software can get you rolling your Rs with ease. *10/10 French* is a new educational package written by 'expert language tutors' and costs £25.95. Call 0742 780370.

3D DISTRIBUTION

Last month we reviewed *Playmation* – Cineplay's 3D animation and modelling program. Scoring a massive 91 per cent, this excellent £289 package now has an exclusive UK distributor – Trilogic. For details call 0274 691115.

GET IN SYNC



The XSync card gives precise timing if you're adding Amiga music to your video recordings.

Zen computer services are now selling the XSync VITC and LTC reader card, which allows you to synchronise Amiga music to video recordings. Support is included for the new multimedia program *MediaPoint*, Xanadu's *ADC16 HD* audio system and the *Sunrize Studio 16* system.

The card also includes two serial ports which can be used as either standard serial ports or MIDI ports. Prices start from £450. Zen Computer services are on 061-793 1931.

A1200 and CD32 Games TOP 10

CHARTS COMPILED BY GALLUP

Top Ten A1200 Games

#	Title	Publisher	Score
1	**Star Trek: 25th**	Interplay	50%
2	**Jurassic Park**	Ocean	70%
3	**Ryder Cup Golf**	Ocean	FG91%
4	**Brutal Sports Football**	Mindscape	77%
5	**Body Blows Galactic**	Team 17	88%
6	**Alien Breed 2**	Team 17	80%
7	**Civilization**	Kompart	FG95%
8	**Trolls**	Microvalue Flair	85%%
9	**Diggers**	Millennium	FG91%
10	**James Pond 2**	Millennium	FG91%

Top Ten CD32 Games

#	Title	Publisher	Score
1	**Labyrinth of Time**	Electronic Arts	69%
2	**Liberation: 2**	Mindscape	FG91%
3	**Dangerous Streets**	Microvalue Flair	48%
4	**Sensible Soccer**	Renegade/Mindscape	FG93%
5	**Pirates! Gold**	Microprose	82%
6	**Fireforce**	ICE	56%
7	**Nigel Mansell's W.C.**	Gremlin Graphics	73%
8	**Pinball Fantasies**	21st Century Entertainment	84%
9.	**Seek and Destroy**	Mindscape	83%
10	**Arabian Nights**	Krisalis/Buzz	88%

SYNDICATE MISSIONS DISK

OWNERS OF FORMAT GOLD game *Syndicate* can now get their hands on a previously unavailable data disk thanks to an exclusive deal between *Amiga Format* and developers Bullfrog. The specially priced data disk will only be available through *AF*'s mail order pages – you will not be able to buy it in the shops. More details in our May issue, available Thursday 28 April.

PRINTER PRICE DROP



Star has reduced the price of its recently launched SJ-144 colour thermal transfer printer from £569 to £459. Reviewed in *AF*54, it scored 89 per cent. Contact 0494 471111.

Industry adopts self-regulation

Following months of sensationalist coverage in the national press on the potential effects of video games on young people, ELSPA has announced a system of self-regulation aimed at pre-empting potential Government regulation of the industry.

From March all computer games will carry a sticker giving their suitability for four different age ranges – 0-10, 11-14, 15-17 and 18+ depending on their content.

Individual game publishers will work with the Video Standards Council and retailers to ensure the scheme is policed correctly, with the British Board of Film Classification stepping in to deal with the expected five per cent of software which will fall outside the scheme's remit.



Expect to see this suitability sticker on all Amiga games soon.

This Month's TOP 30

CHARTS COMPILED BY GALLUP

Pos (Last)	Move	Title	Publisher	Score
1 (1)	■	**Cannon Fodder**	Virgin	FG95%
2 (2)	■	**Mortal Kombat**	Virgin	74%
3 (3)	■	**Frontier: Elite 2**	Gametek	FG90%
4 (6)	▲	**The Settlers**	Kompart	FG94%
5 (4)	▼	**Premier Manager 2**	Gremlin Graphics	80%
6 (5)	▼	**Jurassic Park**	Ocean	70%
7 (10)	▲	**Championship Manager 93**	Domark	82%
8 (9)	▲	**Sensible Soccer 92/93**	Renegade/Mindscape	80%
9 (7)	▼	**Zool 2**	Gremlin Graphics	FG93%
10 (8)	▼	**Micro Machines**	Codemasters	FG90%
11 (-)	New	**Championship Manager Italia**	Intelek	
12 (-)	New	**Tornado**	Digital Integration	80%
13 (21)	▲	**The Chaos Engine**	Renegade/Mindscape	FG90%
14 (11)	▼	**Alien Breed 2**	Team 17	80%
15 (12)	▼	**Lemmings 2**	Psygnosis	FG94%
16 (14)	▼	**Zool**	Gremlin Graphics	FG95%
17 (18)	▲	**Simon the Sorcerer**	Adventure Soft	84%
18 (13)	▼	**Syndicate**	Electronic Arts	FG91%
19 (-)	Re	**Fate of Atlantis**	US Gold	FG92%
20 (-)	Re	**Premier Manager**	Gremlin Graphics	87%
21 (20)	▼	**Flashback**	US Gold	FG93%
22 (-)	New	**Skidmarks**	Acid Software	FG90%
23 (15)	▼	**Body Blows Galactic**	Team 17	88%
24 (24)	■	**Campaign 2: Global Conflict**	Empire	79%
25(25)	■	**F1**	Domark	84%
26 (-)	New	**Winter Olympics**	US Gold	70%
27 (-)	Re	**Dune 2**	Virgin	FG90%
28 (-)	New	**Football Director 2**	D & H Games	Not reviewed
29 (22)	▼	**Gunship 2000**	Microprose	87%
30 (16)	▼	**European Champions**	Ocean	73%

Chart compiled by GALLUP

OCTAMED V5 VOUCHER

Please send me Octamed v5 for £40.99 ☐

Please send me three tutorial disks for £15.99 ☐

Name..

Address..

....

....

Postcode..

Tel No..

Send this voucher to :
Seasoft Computing, The Business Centre, 1st floor, 80 Woodlands Ave, Rustington, W Sussex BN16 3EY

OCTAMED OFFER

RBF SOFTWARE AND Seasoft computing are offering more deals on their popular music program *Octamed* for *Amiga Format* readers.

Octamed V5, the 220-page manual and the three-disk tutorial set will cost you £39.99 (plus £1 P+P). Those who have already purchased *Octamed* can get hold of the three tutorial disks for £14.99 (plus £1 P+P). Seasoft 0903 850378.

Send the voucher (left), along with your name and address and a cheque or postal order (payable to Seasoft Computing).

THE GREAT AMIGA GAMES SWINDLE?

When you plant your pounds on the computer shop counter in exchange for the latest Amiga game, are you getting a fair deal or is the industry ripping you off? Julie Tolley and Rob Mead ask the awkward questions and find out the facts behind the figures...

The prices of some games are ludicrous, says Martyn Brown from Team 17. And so say many of you – *Amiga Format* readers. But what do other games publishers think? Can retailers justify the prices at which they sell games? Are you paying a fair price for your software, or are you being ripped off? *AF* delves into the underground world of prices and profits and delivers the facts on the figures...

Team 17 set a stringent example to all games publishers with their pricing policies. Over the past three years they've produced some of the most popular Amiga games – *Alien Breed*, *Superfrog* and *Project X* to name a few – and many retail at much lower prices than the usual £25.99 cost. How do they do it when others claim they can't?

Martyn Brown, Team 17's director and product manager, dismisses others' arguments: "When publishers say they can't produce a game at a lower price, that's a load of rubbish. Many larger software houses just blindly put every game out at £25.99, or whatever the current price is.

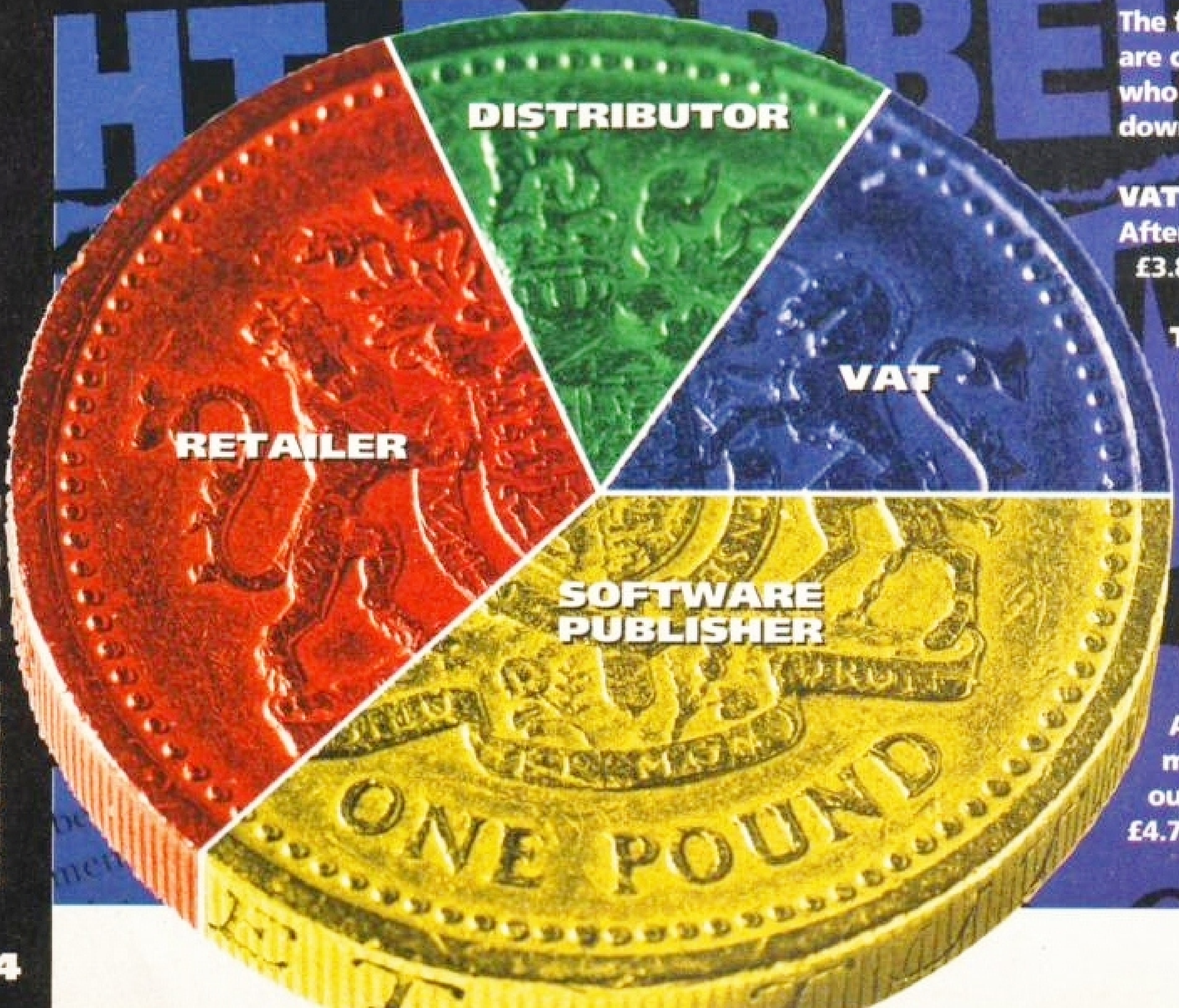
"We price games at what we think they're worth. A lot of consideration goes into it. *Arcade Pool*, for example, is not a particularly original game. We looked at it and thought it's on a single disk, we can really jazz it up and knock it out at a reasonable price. We're not saying it's a budget product, but we're saying we would sell more at £9.99 than at a full price.

"We've tried a few price points – just under a tenner is a good one – an old fashioned view, but one that works. Also, if it had been on two disks it would probably have had to be £10.99. There should be a move away from the standard price, particularly for A500s. For A1200 games it's on a few more disks and if it's better value then fair enough, but just knocking A500 stuff up to £30 is wrong – it should be going the other way."

THE FLIP SIDE

However, other games publishers, who charge higher prices, disagree. Keith Smith, Millenium's PR manager says that in any marketplace there's always a degree of price cutting for market share. And that the price of any game depends on the

HOW THE RECOMMENDED RETAIL PRICE OF AN AMIGA GAMES IS REACHED



The final price of a game is reached after a complicated set of costs are calculated, according to Richard Hennerley MD of Daze Marketing who distribute games in the UK. Here he shows us a typical breakdown of figures, taking the selling price of a game as £25.99.

VAT – the Government's cut
After deducting 17.5 per cent VAT, a £25.99 game costs £22.12. That's £3.87, to the Government.

The games publisher's profit
Generally, games publishers supply to wholesalers at 55 per cent discount from the figure after VAT has been deducted. So that's £22.12 less the £9.95 that goes to the publisher.

Distributors and retailers take their slice
Distributors usually supply to retailers at 35 per cent from ex-VAT Recommended Retail Price, £22.12 less 35 per cent, or £14.38. That's £7.74 to the retailer (£22.12 – £14.38) and £4.43 to the wholesaler (£14.38 – £9.95).

Although the publisher in this example gets £9.95, this is by no means the profit which they make – this figure has to cover many outgoings. Deduct the expenses (see pie chart on right) which total £4.70, leaves the publisher with £5.25 gross profit.

amount of hardware out there – if the games industry decides which hardware to back then the price of games could plummet like videos did.

"Millennium charge a fair price for excellent games – A500/600: £25.99, A1200: £29.99, CD32: £29.99," says Keith Smith. "The prices we charge are a moveable feast, dependent on the amount of work and the amount of licences sold for a particular product.

"Overheads depend on if the product is developed in-house and how long it takes. Then there's marketing – about one per cent per unit, include the distributors discount which varies and depends solely on the quantity purchased, and VAT. So you can see our profit is not as much as you think! And we are continually re-investing in future products and developing more complex game engines."

A MATTER OF SURVIVAL

Richard Hennerley, MD of Daze Marketing, who distribute games such as *Ishar 2* and *Stardust*, doubts if the industry would survive price cuts on Amiga games.

He explains: "Amiga games are priced about right. If we charged less I don't think that it would be a commercially viable proposition, and we'd probably all go off and make PC games."

But according to Debbie Durrant, PR manager for Digital Integration, it's the massive investment needed to produce a game that keeps the prices where they are. "I don't think Amiga games are overpriced, although there will always be exceptions," she offers. "Frankly, current pricing levels reflect the massive amount of costs involved in bringing a game into the market.

"The unit price of a game, say *Tornado* at £34, includes VAT, distributor's costs, marketing and advertising calculated on 10 per cent of the estimated turnover of product, plus all the usual stuff such as disks and manuals. *Tornado*'s duplication and packaging was quite high because of the contents and its development costs were in the region of £750,000!

"All companies have to make a profit otherwise this industry would not survive, and most profits are ploughed back into further games development, better technology and better games for the end user."

You pay for what you get is how Bridgett Hirst, PR manager for US Gold, feels about the price of games. "£25.99 is not too high a price to pay for high-quality products," she explains. "But consumers can't always afford to spend that much on a game. That's why we introduced the Kixx and Kixx XL budget ranges. That way you can buy some games at reasonable prices and then fork out for the occasional full-priced game that you really want."

COVERING THE COSTS OF COMPACT DISCS

With the launch of Commodore's Amiga CD^{32} games machine, came another issue to fuel the game price dilemma – what price a CD? The current base level of a CD^{32} game is £25.99 with many priced at £29.99, and some such as *Pinball Fantasies* at £32.95 and *Liberation* at £34.99.

Most CD^{32} games are, at present, straight ports from A1200 games. That means there will be no development costs involved in producing a game, with the exception of a few which have improved audio soundtracks although the costs involved are small when compared to programming a game from scratch.

The other benefits to software houses are that producing a CD costs less than the price of two floppy disks and, of course, that because CD has ROM, it is a less piratable product saving publishers thousands of pounds of losses.

Once again, Team 17's Martyn Brown has a strong opinion on this subject. "CD stuff," he says, "should be £30 maximum – there is no reason on Earth to charge more. If developers say they took a risk developing for CD, well that is nonsense. You can develop on hard drive; you don't have to go on to CD until the last minute.

"You're getting games that might have been on seven disks originally on to one CD, so you can take £3 off production costs before you start. OK, there's a royalty to Commodore for every disk, but

Continued overleaf ☛



Martyn Brown, director and product manager, Team 17.

"Many larger software houses just blindly put every game out at £25.99, or whatever the current price is."
Martyn Brown, Team 17

"Our research shows that people will pirate games no matter how much we're selling them for."
Bridgett Hurst, US Gold

"There are two ways games sell – you can charge high prices, but have a low volume of sales, or you can charge lower prices and have a high volume of sales."
Andrew Stafford, WH Smith

"Amiga games are priced about right. If we charged less I don't think that it would be a commercially viable proposition, and we'd probably all go off and make PC games."
Richard Hennerley, Daze Marketing

...AND WHERE ALL THE MONEY GOES

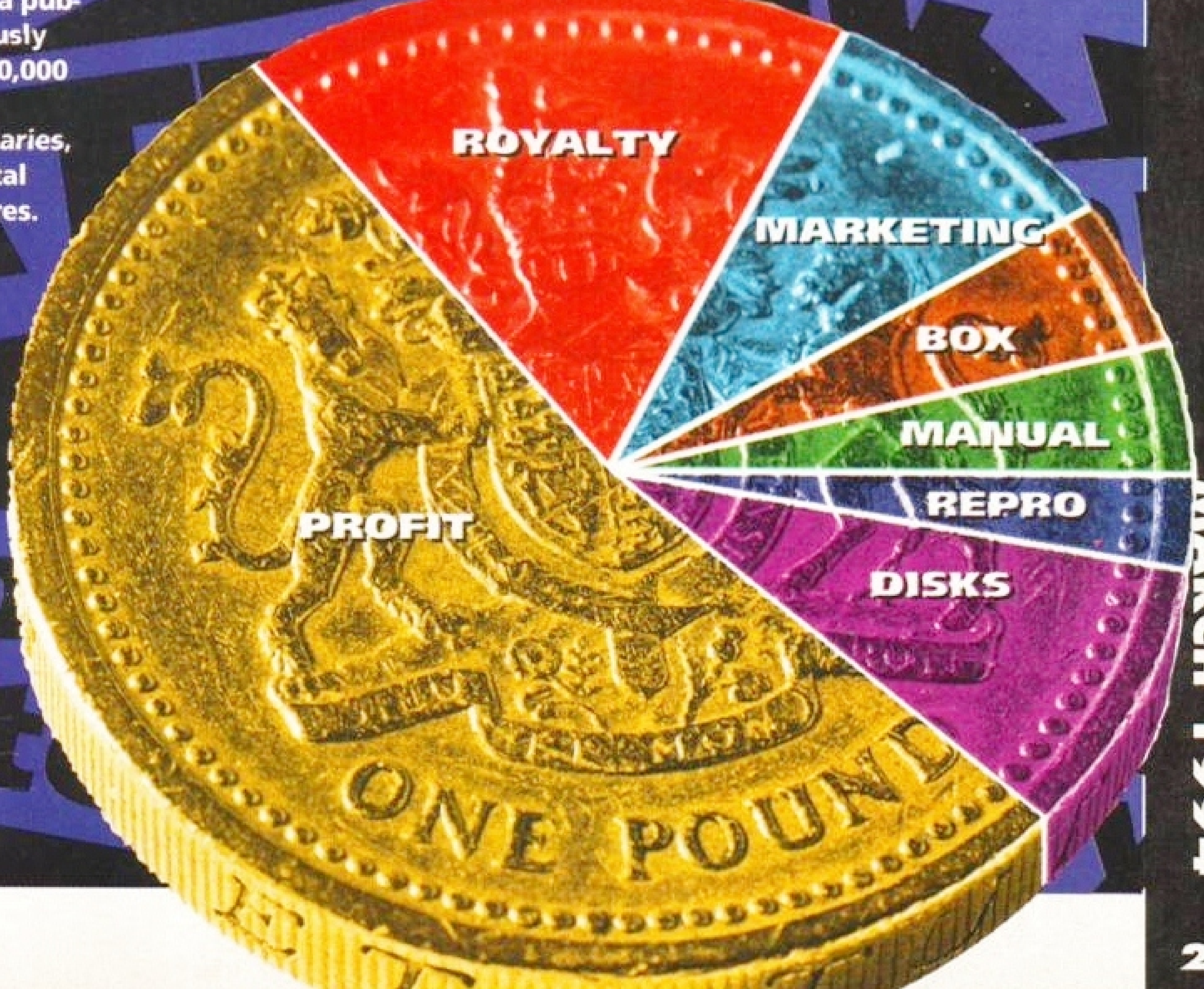
"This sounds good," says Richard Hennerley, "but from that a publisher has to pay development costs. These figures vary enormously with the game and can be up to six figures, but if we assume £40,000 for an average game, you would not be going far wrong!

"From this £5.25 we also have to finance our overheads – salaries, rents, and taxes. Even in a small company such as Daze these total around £60,000 a year. Licensing costs can also be up to six figures.

"You also have to remember that hit games have to pay for the cost of games that flop. This is a hit and miss business, games sell very well or very badly (as low as 2,000-3,000 units). It's not simply a case of 'well if you didn't produce rubbish games'. Many games that do not sell are technically highly competent, but it is not possible in this kind of market to know what the public will buy. So this is not a wildly profitable market, and there are many ups and downs and risks."

Cost break down

Disks	£0.80	(2 at 0.40p each)
Box	£0.41	(inc wrap)
Manual	£0.35	(average)
Marketing	£0.90	(assume 10,000 unit sales)
Repro	£0.25	(assume 10,000 unit sales)
Royalty	£1.99	(assume 10,000 unit sales)
Total:	£4.70	





Virgin Megastore

"If we could buy our products from the wholesalers for less, then we would sell them for less, it's as simple as that."
A Virgin Megastore spokesperson

"Current pricing levels reflect the massive amount of costs involved in bringing a game into the market."
Debbie Durrant, Digital Integration

"Larger publishers should be setting the example by lowering games prices – they have the economies of scale that smaller companies can't bring."
Andrew Stafford, WH Smith

"It's about time this old debate that we would sell more by decreasing prices as it would stop piracy, is laid to rest – people still pirate budget games which sell at £2.99"
Richard Hennerley, Daze Marketing

"All companies have to make a profit otherwise this industry would not survive."
Debbie Durrant, Digital Integration



Bridgett Hirst, PR manager, US Gold

"£25.99 is not too high a price to pay for high-quality products,"
Bridgett Hirst, US Gold.

"Large retail chains just add a standard percentage to whatever they're selling – books, videos, CDs, games. That's the difference."
Gordon James, Software Demon

"We are continually re-investing in future products and developing more complex game engines."
Keith Smith, Millennium

then there's no piracy, so whatever you lose you gain back anyway. The stuff that's £34 and £40 is ludicrous. I mean a CD costs about 50 pence!"

One of the first companies to publish a CD^{32} game, Millennium, have a separate pricing policy for the format. The firm's Keith Smith explains: "CD^{32} is still a growing market. We were the first company to have an Amiga CD^{32} product out in the marketplace so we took a gamble and aimed it slightly over the price of A500, but comparable to A1200 games.

"We also try to build extra value into a game such as FMV and interactive manuals – it's hard to squash an A1200 manual into a crystal case!

"*James Pond 2* released on CD^{32} was £29.99 because we added £10,000 worth of animation and a brand new digital soundtrack. But *Diggers*, originally bundled with the CD^{32} is soon to be released separately for £19.99 which is a low-price game for all new purchasers of a CD^{32}.

"Other CD platforms are approximately £15 more expensive, so against the Mega CD our games represent real value."

WHOLESALERS' WHACK

After the publishers cover their costs, the next step in getting a game on to the shop shelves adds another chunk to its cost to consumers.

"It's all part of the endless cycle of unhappiness," says Keith Smith. "Purchasers are unhappy with the price they pay. Distributors are unhappy with the retailers' margin. Developers are unhappy with the discounts required from the distributors, and so on.

"The only way to overcome this is to have a massive hit like *Mortal Kombat* then nobody minds what price they pay as long as they get the product. This is only achieved by developers insisting on a massive amount of money in the first place. Two words – chicken and egg."

"This is a hit and miss business, games sell very well or very badly. This is not a wildly profitable market, and there are many ups and downs and risks."
Richard Hennerley, Daze Marketing

In the UK the two main wholesalers/distributors of Amiga software are CentreSoft and Leisuresoft. Between them they control the distribution of Amiga games to UK retailers, from WH Smith and Boots to HMV and Virgin Megastores. They usually add 10-15 per cent to the price of a game, and their cut is seen by some as too high a price to pay.

Richard Tidsall, Leisuresoft's group marketing director, says: "The distribution of computer software is no easy task." And he says it's the expense of providing 24-hour turnaround on a product to retailers, the cost of warehouses the size of football pitches, computer systems and staff costs which puts up the price of games.

"That's why a distributor will account for up to 10 per cent of the retail price," he explains. "Amiga products are good value, and even if they are expensive to purchase when first released, budget ranges provide better value for money."

DO RETAILERS REAP IT IN?

On a base-priced game of £25.99 including VAT, the publisher will take about 45 per cent of the pre-VAT price, that is £9.95. The other 55 per cent is divided between wholesalers and retailers, typically around £4.43 to the wholesalers and £7.74 to the retailers. Can retailers justify the cut that they take, or are they too greedy?

According to Richard Hennerley from Daze Marketing, the retailers are right. "They have costs to meet and must function as a business," he says. "If their margins are decreased they will simply sell or distribute something else they perceive as being more commercially lucrative."

And Andrew Stafford, Product Manager for WH Smith Retail knows what it's like to run a retail business. "The single biggest cost is the salaries and upkeep of staff," he reveals. "There's also the running of stores – you know, rent, rates, lighting, heating, shopfittings and maintenance".

But the other main force behind retailers' price policies is the competition: "On all things Amiga, we're guided by the publishers and the price they put the game out for. We've broached the subject of lowering prices, but they've said their development costs are too high.

"I know some small companies like Team 17 are lowering prices, and they are an important part of the future of the market. But the larger companies set the example – they have the economies of scale that smaller companies haven't.

"There are two ways games sell – you can charge high prices, but have a low volume of sales, or you can charge lower prices and have a high volume of sales. At the moment software publishers are opting for the first choice, I think they should be going for the second.

"Having said that, the performance of the Amiga market is still really good for WH Smith, it is an important format for us and it's our fourth biggest with only the consoles beating it in sales."

Virgin Megastores, it seems, holds a similar view to its competitor. Their three main areas of sales – music, video and games – are all low margin, high volume products, and the profit they make on an individual product is small when compared to goods such as clothes.

A Virgin spokesperson says: "Our prices are determined by two factors – what price we buy at and our outgoings such as operational costs, wages, and heating, plus investment in new stores.

"If we could buy our products from the wholesalers for less, then we would sell them for less, it's as simple as that.

"We do rationalise price points to make it easier for the customer, pricing goods at levels people expect to pay, for example £25.99, not £27.93. If Virgin Megastores decided unilaterally to raise the price of a game then all it would mean is that all our competitors would sell more of that game and we would lose out. And if we lowered a price it would just mean that we would make less money on that product."

Away from the massive High Street chains, the small business still manages to compete on software prices. Tony Bicknell of Ultimate Specialist

NOTHING TO SAY

Several retailers including HMV, Woolworth and Comet refused to speak to us on their pricing policies in the wake of the investigation into the price of games by the Monopolies and Mergers Commission. Although the MMC is primarily concerned with Sega and Nintendo's monopoly of the computer games market, other formats, including the Amiga, are also in the spotlight.

Computer Centres, says they achieve this by taking a smaller proportion of the selling price.

"The prices of many software titles are extremely high," he says, "so we add value to purchases with advice for the customer. All our stores are owner-managed and so have a far higher incentive to give the real service that will help custormers as they develop their computing skills."

MAIL ORDER FIRMS MANAGE IT...

You only have to flick through the pages of Amiga Format and you will find pages of advertisements for mail order companies, selling games at much lower prices than you will find in your average High Street shop. But how can they be so competitive in this cut-throat market?

"You need to know the right people and have enough money to be able to buy in bulk so that you can get goods in at a low price," says Gordon James from Software Demon who have two shops and a mail order firm. But, he also explains, they only add around eight to ten per cent to the price of the goods they sell – a massive difference from the average 40 per cent most retailers load on.

"The only way to overcome the endless cycle of unhappiness is to have a massive hit like Mortal Kombat then nobody minds what price they pay as long as they get the product." Keith Smith, Millennium

"We price all our products individually to keep them as competitive as possible. The large retail chains just add a standard percentage to whatever they're selling – books, videos, CDs, games. That's the difference."

IS PIRACY – STILL HAVING AN EFFECT?

The high price of games is still an argument which pirates use as an excuse for their illegal actions. If the prices were to drop drammatically, would they stop cracking games? Do pirates need to stop stealing before the costs come down so publishers can afford to lower the price levels?

Daze Marketing's Richard Hennerley argues: "It's about time that this old debate that we would sell more by decreasing prices as it would stop piracy, is laid to rest. If that's the case how come people pirate budget games which sell at £2.99? Why was *Stardust* – which we priced at £16.99 – cracked and put up on a Bulletin Board the day of its release?"

"I don't believe the argument that cheaper games would mean less piracy, either," US Gold's Bridgett Hirst agrees. "Our research shows that people will pirate games no matter how much we're selling them for."

IS THE PRICE RIGHT?

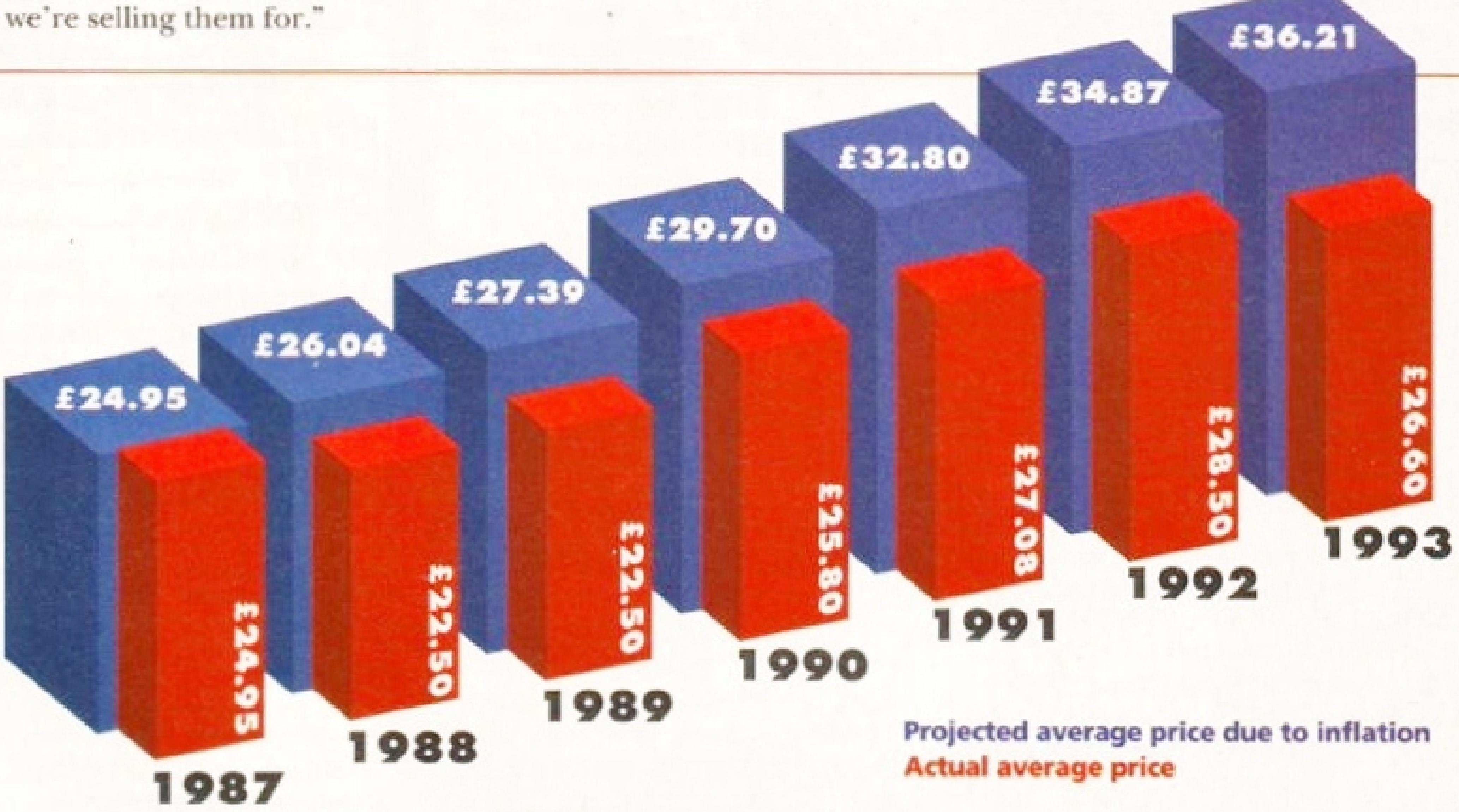
So, are you getting a good deal, or are you being ripped off? The price of Amiga games is unlikely to be reduced, but who is to blame? Everyone in the chain of producing a game – from publisher, to wholesaler and retailer – takes their cut of profit which makes every Amiga game player pay more.

But all have their costs to cover and those are increasing all the time. From the publisher who is expected to produce more sophisticated and complex games for the consumer, and on an increasing number of platforms, the development costs are on the up. For the wholesaler and retailer, there's the constant trial of trying to balance the books with the many games that undersell expectations and the high turnover hits, plus the continual increase in expenditure.

Back in 1987, Amiga games were priced around the £24.95 (see box below), so their prices haven't really been hiked up as much as you think. Now a game costs around £25.99, but do the hours of enjoyment you get from playing it give you value for money?

Much of that is down to you – careful purchasing of a product means you can have endless hours, days, weeks and even months of entertainment – in fact much more value for money than from most other products you will buy. By reading *Amiga Format*'s definitive reviews and by shopping around for the best price, you can ensure the cash you hand over is buying you a lot more game for your money.

HOW THE PRICES OF GAMES PERFORM AGAINST INFLATION



One thing that affects the price of everything is inflation. That vicious spiral that takes the price of everything we buy higher and higher. No matter how much the Government says it's coming down, they just mean that things are going up more slowly. But how have the prices of Amiga games performed in comparison with inflation?

We took a look back to issue one of *ACE*, Future Publishing's ground-breaking multi-format computer mag, launched in September 1987. *ACE* was *Amiga Format*'s grandaddy, but back in those days, the dreaded Atari ST still ruled the 16-bit games roost. Amiga games were very rare, and Commodore owners were forced to stump up a whole £5 more than Atari owners for a game.

The reasons for this were twofold. Amiga games could not be expected to sell as many as their Atari counterparts, and they were also 'enhanced' from 16 to 32 colours. Back in issue one of *ACE*, the only Amiga games on offer were Electronic Arts' *Earl Weaver Baseball* and Psygnosis' *Barbarian*. *Bubble Bobble* made its home computer debut that month, but *Firebird* didn't have an Amiga version planned.

Both Amiga games were £24.95. Inflation was running at 4.2 per cent.

ORDER OF THE DAY: £19.99

A year later, the Amiga was still taking second billing on the *ACE* cover and Amiga games were pretty common. Jez San's classic *Starglider 2* was out, at £24.95 on both ST and Amiga. But *Barbarian 2*, this time with *Palace*, was a mere £19.99 on both formats. On occasion, Amiga owners were still getting rushed for the extra £5, though, *Epyx Games – Winter Edition* being an example of this curse. Inflation was 4.9 per cent.

By September of 1989, *ACE* had gone, and in its place was our daddy, *ST/Amiga Format*. Even then the Amiga was in second place, but things were to change very soon. *Carrier Command* was out, priced £24.95. By now, ST and Amiga games were both at the same price. Somewhere between £20 and £25. The Tories had allowed prices to rise by 7.8 per cent in the last year.

Things changed quickly in the world of computing back in those days, and September 1990 saw the newly separated magazine – *Amiga Format*. We were three issues old, and games were still averaging £22.50. *F-16 Combat Pilot* debuting at £24.95, but the original *Strider* costing a mere £19.99. By *Amiga Format* 15, the average price of games was £25.80. The majority being £24.99, but several £19.99 and some as expensive as £34.95 affect the figures. Prices were rising at a huge 9.5 per cent per year.

A year later, and the £19.99 price point is a thing of the past. VAT is up to 17.5 per cent and games are up to £25.99. This year's average – £27.08, inflation at 5.9 per cent was pushing prices up too! By late 1992, the average price of new full-price software had risen to £28.50. This was a reflection of the number of £30+ games on the shelves, but by and large the £25.99 price point was still the order of the day. The mag had a dedicated, and full-to-bursting budgets section, which we will not concern ourselves with here, since we are worried about the price of first-run, full-price games. Inflation – 3.7 per cent.

BETTER OFF BY £10!

At the end of last year, issue 51 revealed an average game price of £26.60. A fall of nearly £2, but most every game still bore the £25.99 price label. However, inflation was a mere 1.6 per cent.

If Amiga games prices had risen with inflation over the last seven years, then what could we expect the price of our £24.95 (the price in 1987) game to cost today? The figures show us that in real terms we are actually £10 better off than we have any right to expect! (See bar graph.)

12.6

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WELCOME TO THE REAL WORLD

Part 2

In the second part of our series on Comms, Richard Baguley shows you how to connect to a BBS, and introduces Spong!.

SO YOU'VE GOT the modem and the software, and you've plugged them in to the appropriate sockets. You're all geared up to enter the fascinating world of comms, but you don't know where to start. Don't panic. It may appear complex, but it's all very simple....

The first thing that you need to check is that your modem and Amiga are talking to each other properly. You should ensure that the Baud rate (the speed at which the data is sent from the Amiga to the modem and vice versa) is correct. Check the Data Speeds box (opposite) for the correct setting. This is controlled through the Baud Rate setting of the Com Menu in *NComm*, and the Serial option in the Settings Menu of *Term*.

Once you've set the Baud rate, you can test that the modem is working. Most modems are controlled through a set of simple commands called the Hayes command set, after the prominent American modem manufacturers.

Sending a command is as simple as typing it in on the main screen of your comms program, so if you type AT (for attention) and press Return, the modem should reply OK. This indicates that everything is connected correctly, and that the Modem is in a good mood.

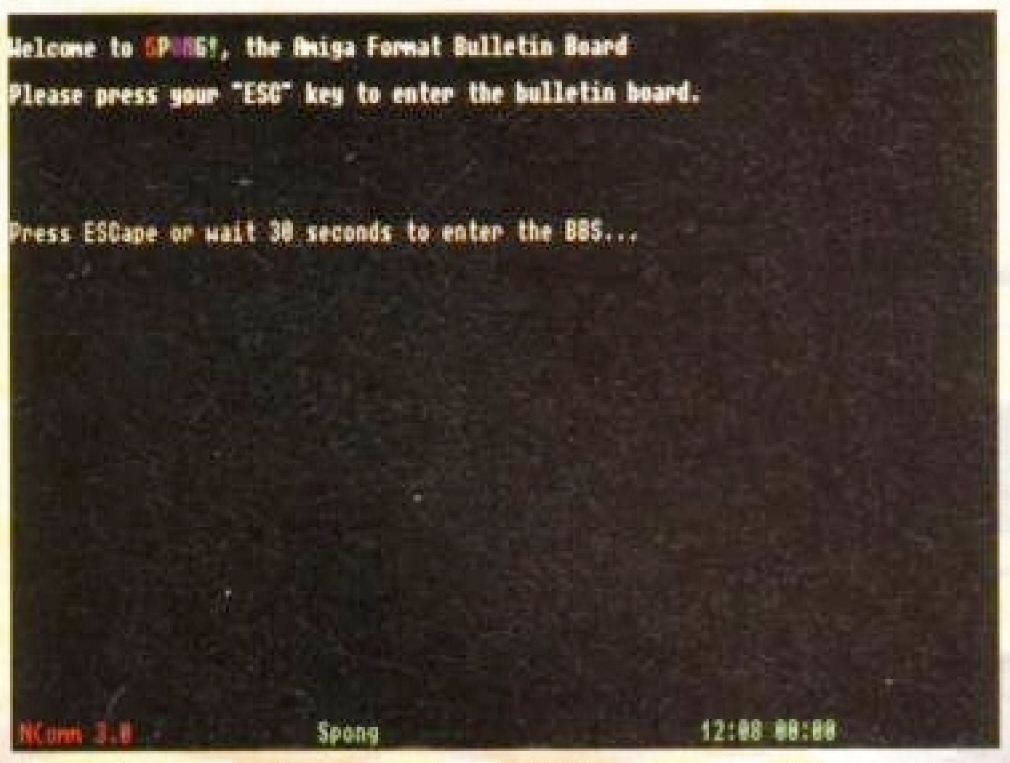
The command to dial out is ATDT. The D is for dial, and the T is for tone dialling. See the Commanding Your Attention box (opposite) for details of some of the other commands. To dial

WELCOME TO SPONG!

This month we also have a small announcement to make. The long-awaited *Amiga Format* Bulletin Board (called, for no good reason, Spong!) is ready for use. This will not only allow readers to contact the staff of *Amiga Format* directly, but also to send competition and Gallery entries and letters to us by Electronic Mail. The Spong! telephone number is: 0225 311647.

There are two telephone lines connected to the BBS, and they both have US Robotics HST DS+ modems attached, which can support any standard from V23 up to V32bis and HST. The files and mail are held on a 1Gb drive and a CD-ROM drive is also attached, which gives you access to an absolutely mind-numbing number of files.

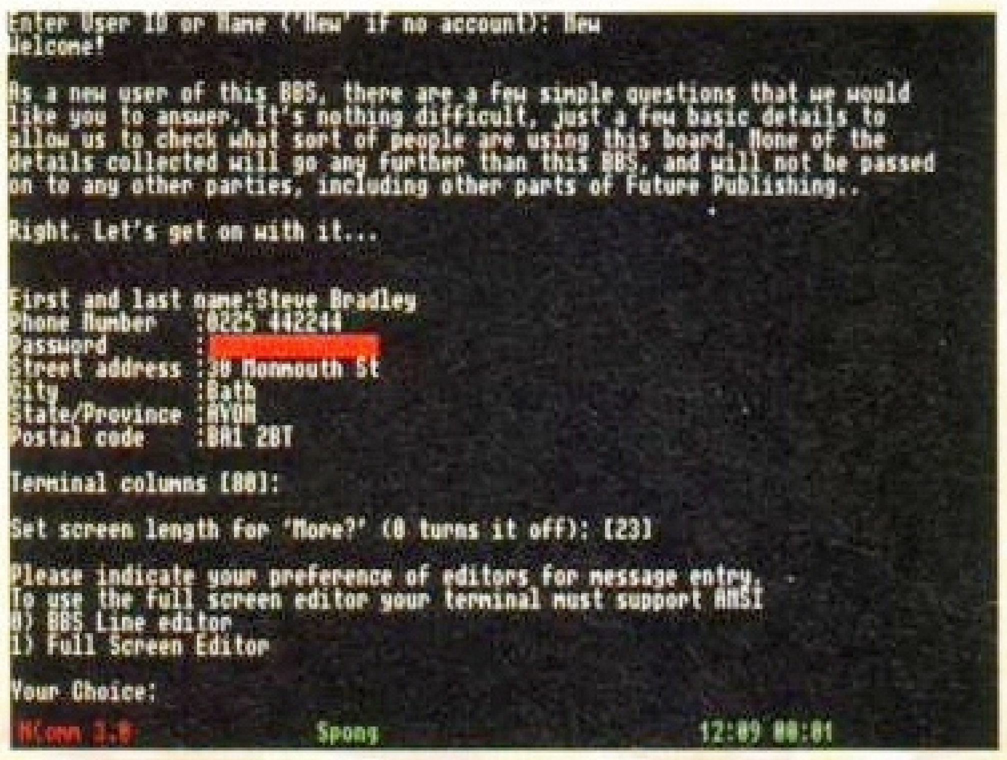
As well as a profusion of file areas and message areas from a variety of networks, there will also be several local message areas where you can



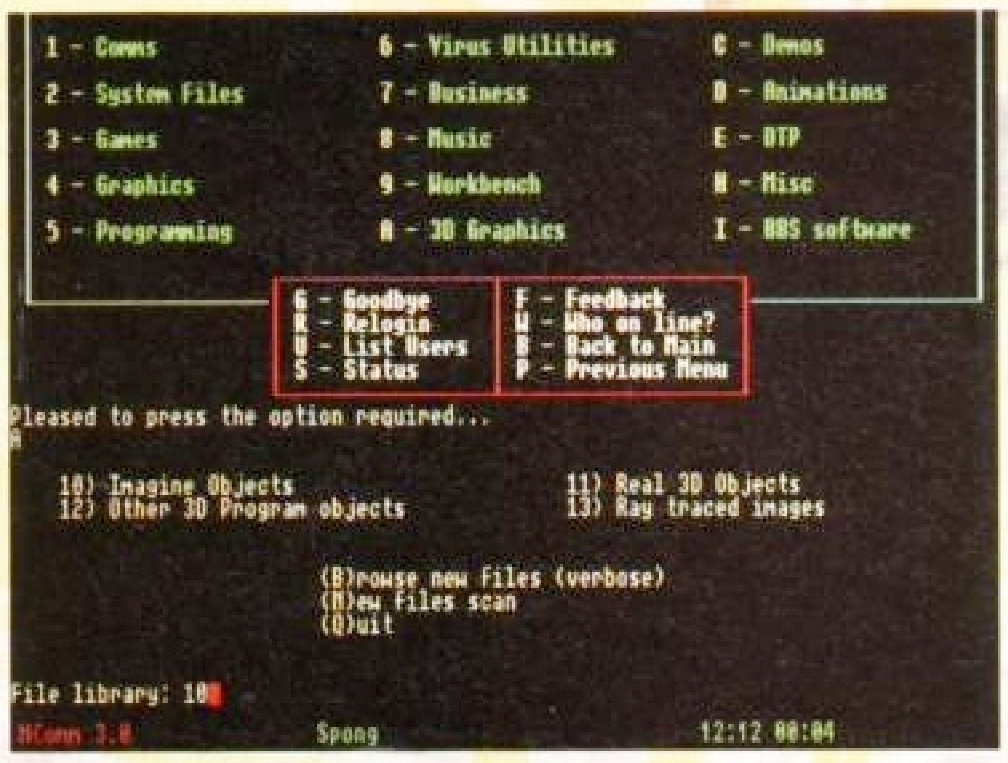
1 **Once you have successfully connected to the Bulletin Board, you will see this message appear on your screen. Press the Escape key to tell the machine that you are a human caller, and not an automatic E-Mail system.**



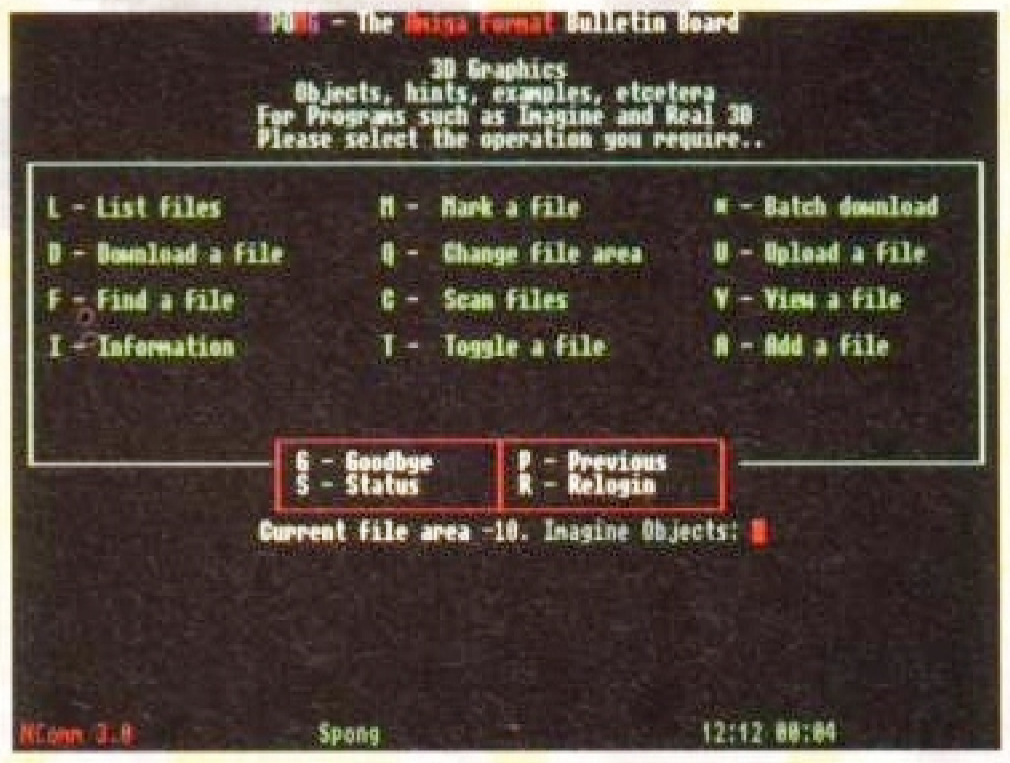
2 **Pressing Escape will take you to the Login Menu of the Bulletin Board. If this is your first call, you should enter New, which will take you to the section where you set up the various bits the Bulletin Board needs to know about you.**



3 **The first time you call Spong!, you will need to supply a few details, so we know that you are who you claim you are. These details will not be disclosed to anybody else used for any purpose other than verifying the users of this BBS.**



7 **From this screen, you can choose from several file areas which are relevant to 3D graphics. *Imagine* objects are in file library 10. The other areas contain files which are designed for use with other 3D programs.**



8 **This is the File Menu for the *Imagine* area. From here you can look for a specific file, list all of the files or download one. Although this is the *Imagine* objects library, the menu is the same for all of the other libraries.**



9 **The descriptions (in blue on the right) are not particularly informative at the moment, but they will be cleaned up soon. I want to download the file MONITOR.LZH, so pressing D and entering file name of the starts off this process.**

NEXT MONTH HOW TO SEND AND RECEIVE E MAIL

DATA SPEEDS

The various types of modem can send and receive data at different speeds, and it is important that you make sure that your software is set to the right Baud rate. The table below will show you what speed is best for your modem.

MODEM TYPE	BAUD RATE
V22	2400
V22BIS	4800
V32	19200
V32BIS	19200
HST	19200

Spong!, you would type ATDT 0225 311647 and press Return (after making sure that nobody else is using the phone).

If your modem is properly connected to the telephone line, you should hear it pick up the phone and dial the number in a similar way to a normal telephone. After a pause you should hear a ring, and the modem at the other end should pick up the phone. Next comes a series of hideous screeching noises, which are the noises produced by the two modems as they attempt to work out how they are going to talk to each other. If the other end doesn't answer, or the little old lady down the road answers, press Escape to hang up.

Once the two modems have successfully decided how to talk to each other, you should see a message on your screen inviting you to press your Escape key to enter the Bulletin Board. Congratulations! You have just entered the wonderful world of comms!

Following on from my comments last month about British Telecom's pricing structure compared to Hull firm Kingston Telecoms charges, I was contacted by Alan Ockerby of BT. He pointed out that the cost of getting a new line installed is £25 if wiring is already fitted and £166.33 if not. However, this does not stand up well against the cost of getting a line installed through Kingston Telecom, which is £56.40. Plus, local calls within the Hull area cost only 5.5 pence, regardless of how long you are on the phone. Although BT have made some moves in the right direction with their weekend charging structure, and new business rates, BT calls are still, in my opinion, far too expensive. Especially as BT recently announced a three quarters year profit of £698m before tax.

COMMANDING YOUR ATTENTION

Most modems are controlled through a series of commands known as the Hayes command set. Although these vary from modem to modem, there are a few commands which are common to nearly all modems. All commands begin with AT, so to reset your modem, you would type ATZ.

ATD – Dial. This can be followed by either T for tone dialling or P for pulse dialling. This is then followed by the number to be dialled.

ATH – Hangs up the telephone line.

ATZ – Resets the modem, in a similar way to turning it off and on again.

AT$ – Gives a basic outline of all the other commands which can be used to control the modem.

leave messages for the various sections of the magazine and for members of staff. For instance, there will be an area specially dedicated to the Gamebusters section of the magazine. All of the PD programs mentioned in PD Update and Demo Zone will also be available on the Bulletin Board.

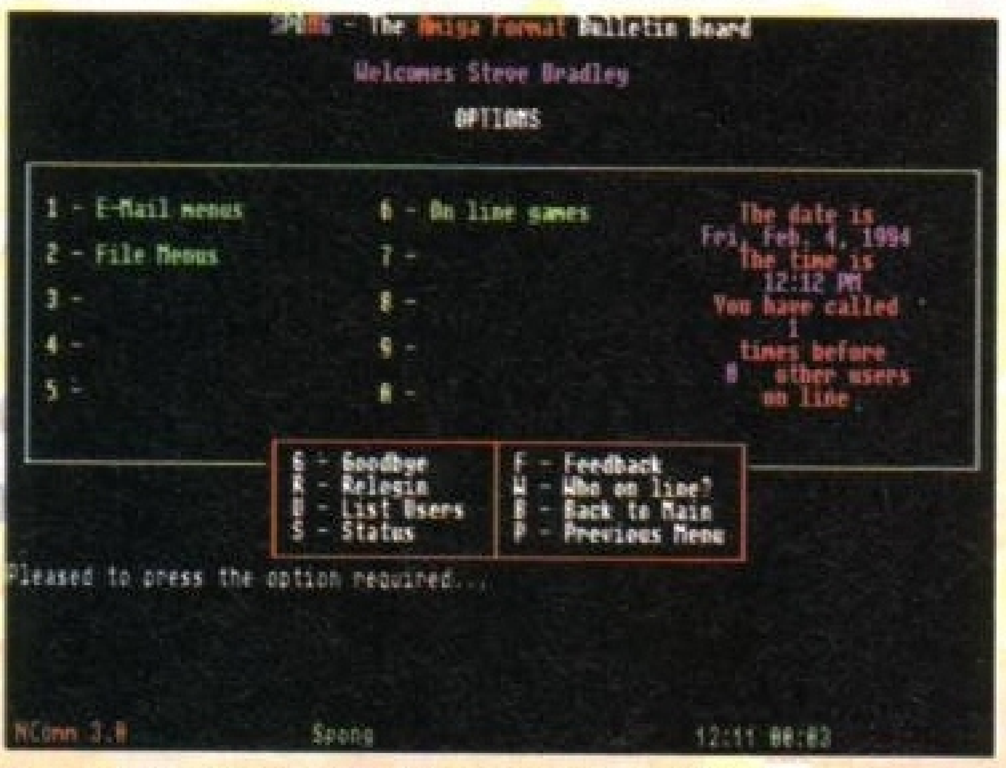
The first time you call the Bulletin Board you will be able to look around, read messages and download files. However, you will not be able to send messages until I have been able to verify your details. This will only take a couple of days.

As with normal letters, we cannot guarantee that every message will get an individual reply, because we are simply too busy writing the magazine. However, the various member of staff will be lurking around on the Bulletin Board, so don't be surprised if one of us drops in for a chat. Here's a taste of what you can expect to find on the board.

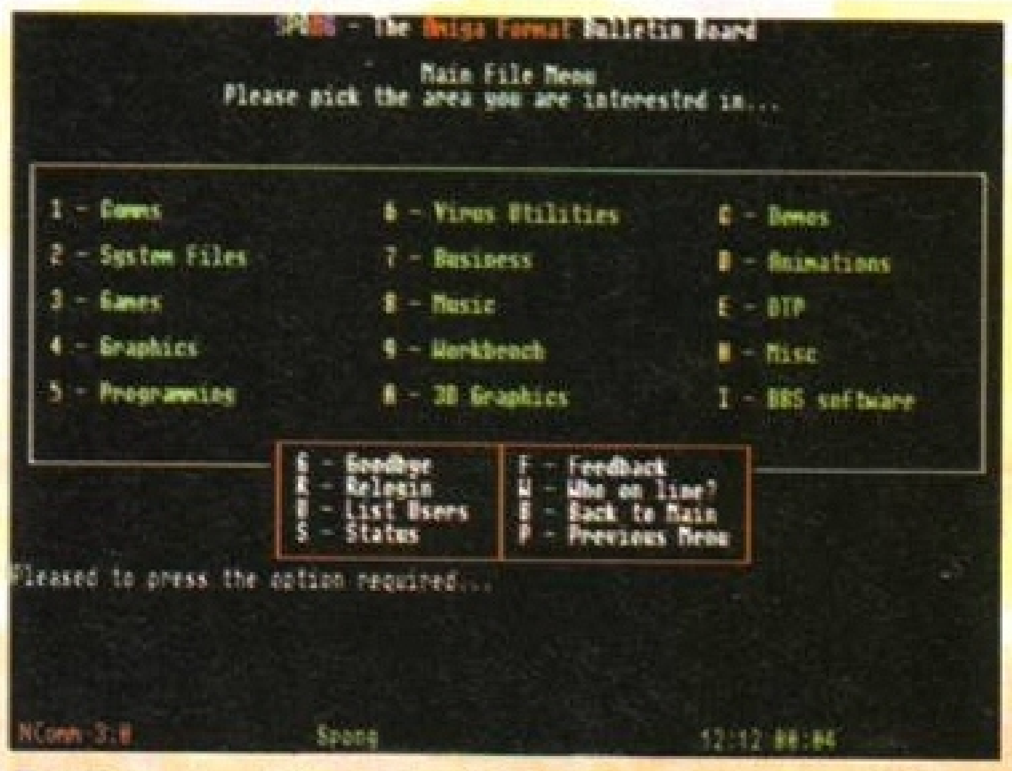
Please bear in mind that we're still putting the finishing touches to Spong!, so by the time you are able to log on, things may have changed quite a lot, so don't worry if there are differences between what you see here and what you see on the finished version of Spong!



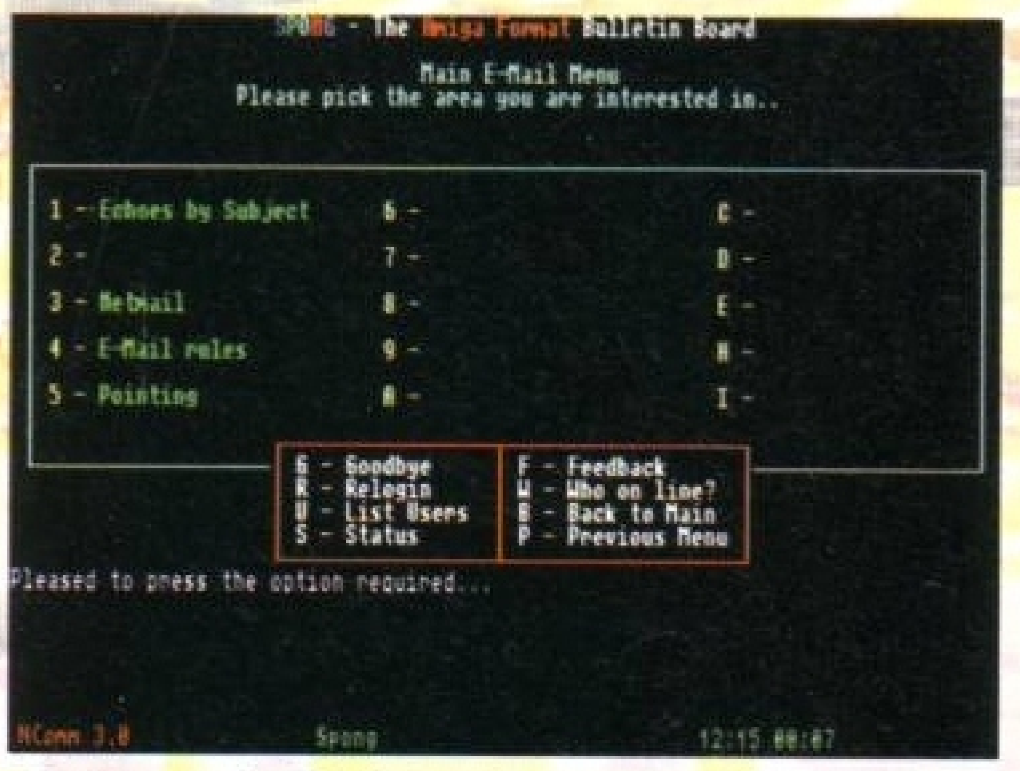
4 You will be able to enter the main part of the Bulletin Board. Before getting to the Main Menu, you are given the option to read any of the bulletins, which contain information about changes to the Bulletin Board and other news stories.



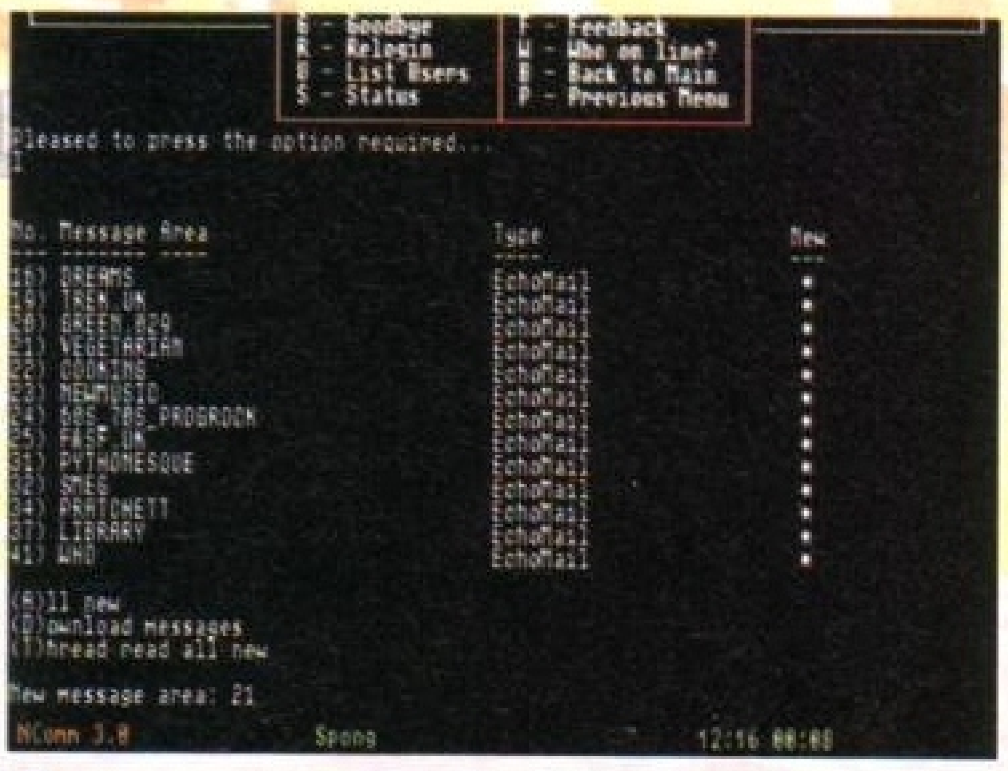
5 This is the Main Menu for the BBS. It may look a bit sparse, but there will be more options on the board when you call it up. From here, you can read messages, download files and play any of the various on-line games on the Bulletin Board.



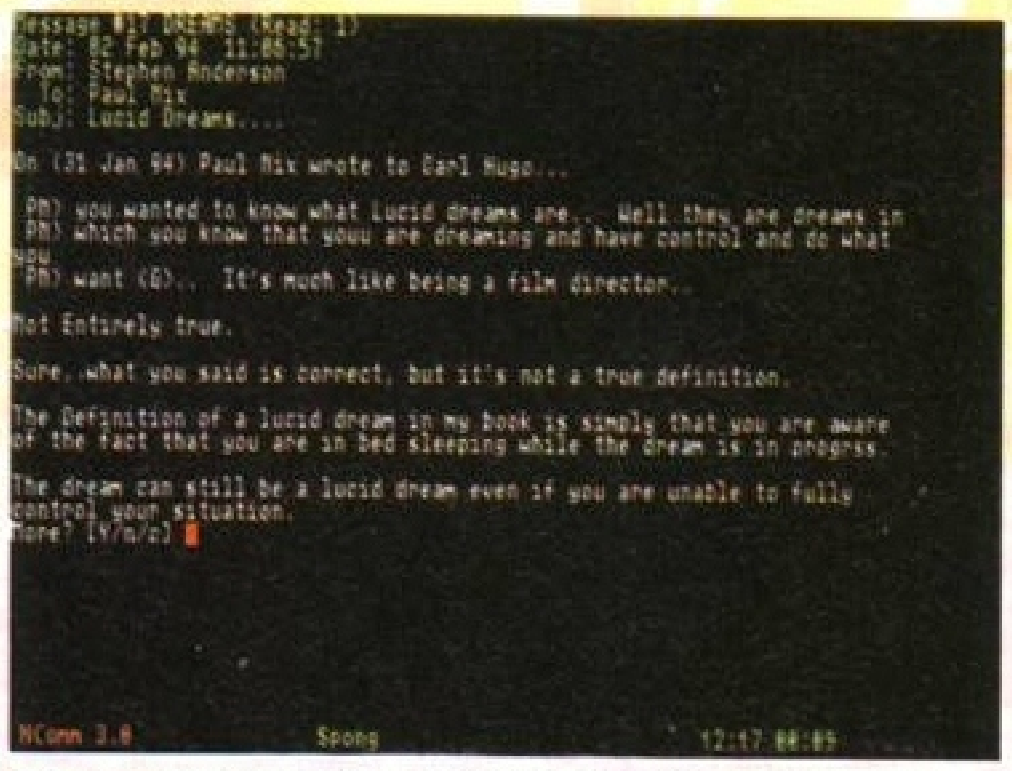
6 Pressing 2 from the Main Menu takes you into the File Menu. From here, you can select a variety of areas of interest, such as Comms or Games. If you have the *Imagine* Coverdisk from Issue 53, you will want to choose option A, 3D Graphics.



10 I've got hold of the file I want, so now let's see if there are any interesting messages on the various message echoes. Pressing P for previous menu and then 1 will take you to Spong!'s main Electronic Mail menu.



11 Spong! carries a large number of file echoes on a variety of subjects. There are also a good number on subjects other than computers. I've been having disturbing dreams recently, so let's drop into the dream echo and see what's going on.

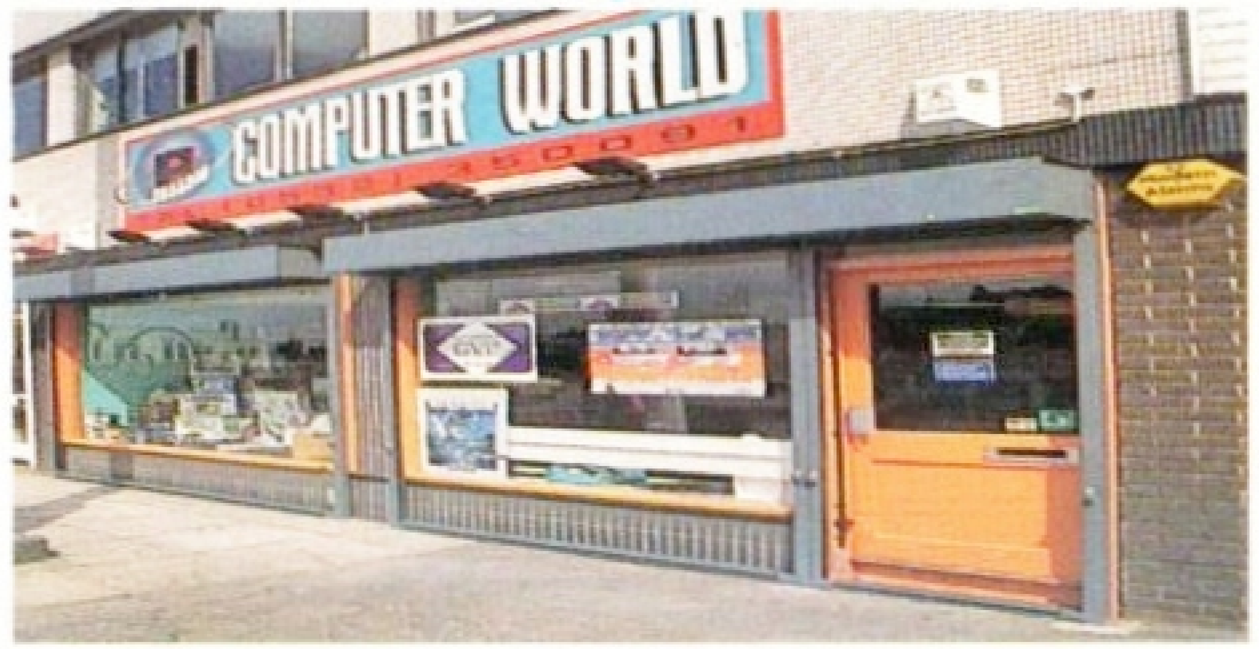


12 Well, what a remarkable coincidence. There is an absolutely fascinating interesting debate going on about lucid dreams, which just goes to prove that there is more to this comms lark than people wibbling about computers...

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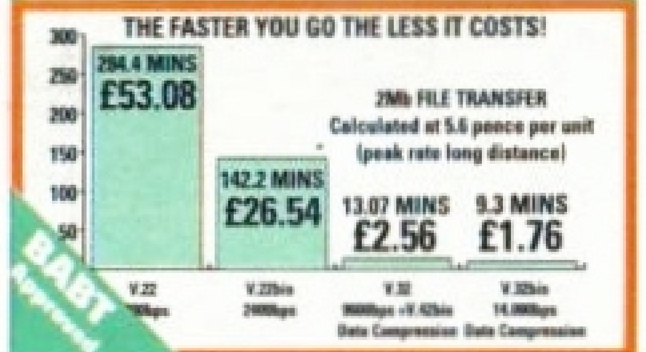
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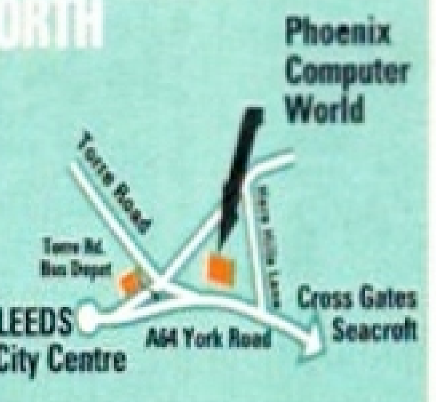
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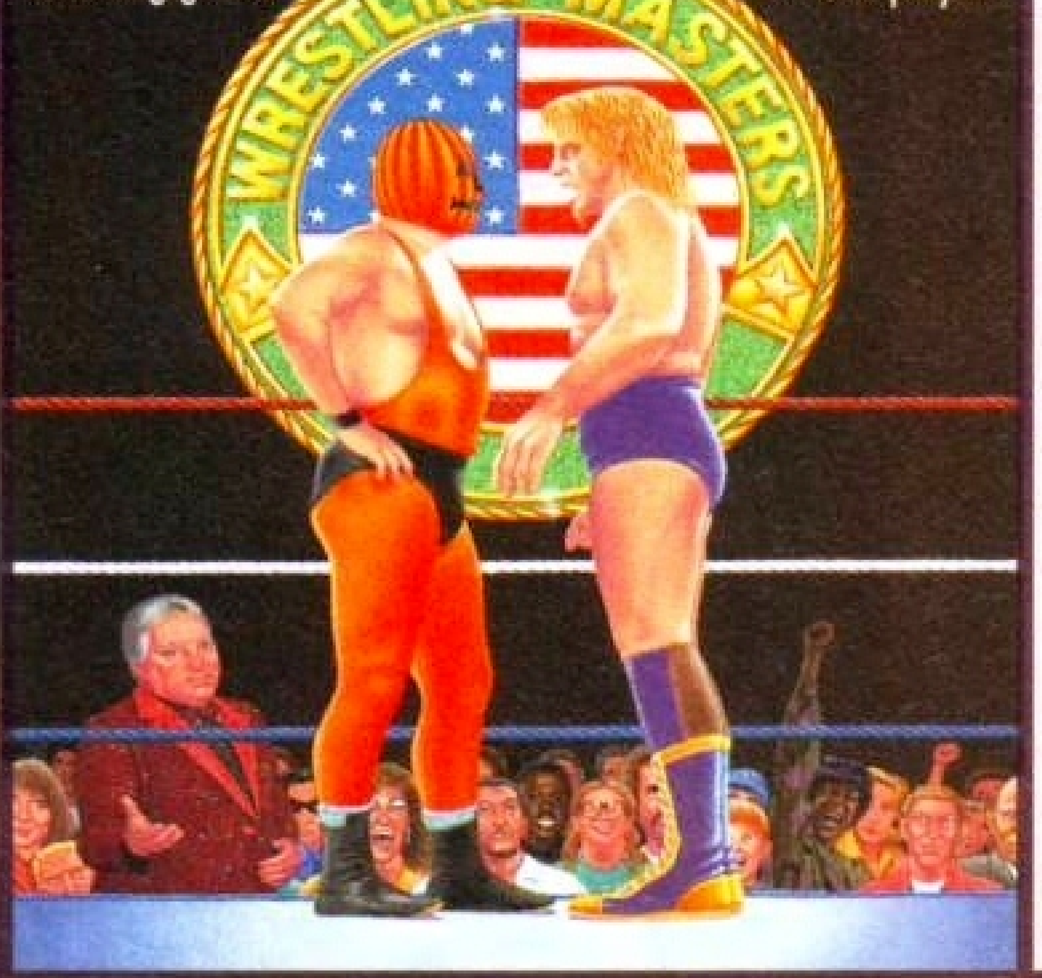
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- AXA EQUITY & LAW 18 league county teams, 50 overs per game.
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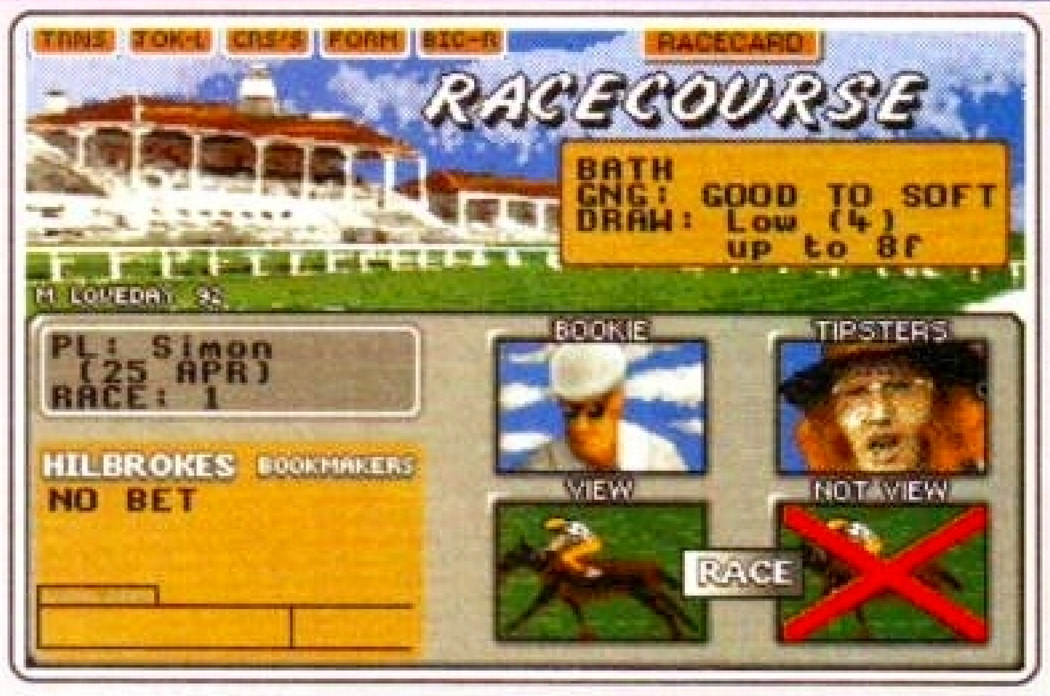


- 3 Batting/Bowling classifications (Normal, Attack and Defend).
- Choice of 15 different field placings.
- Full scorecard results with best batting and bowling figures.
- Other staff (Physio, Groundkeeper, Scout) can be hired and fired .
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Up to 4 players can participate as Owner Trainers with the primary objective of becoming the top rated trainer, in respect of prize money won, at the end of each racing season (March to November). There are up to 35 other intelligently controlled computer trainers to compete against and compare your personal performance.
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- 250 horses each with over 60 independent variables.
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- 20 Jockeys who vary in ability and booking fees, Orders & Feedback.
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- Load/Save game. Skill levels.
- Computer/Human players.

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- Appeals, dropped catches, run outs.
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- Rated on 8 adjustable factors.
- Left and right handed players.
- Range of batting types.
- Editor to amend game stats.
- Bowler types include seam, swing, change and both types of spin with 8 speed levels.

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- Large 3D scrolling screen covering the entire playing area.
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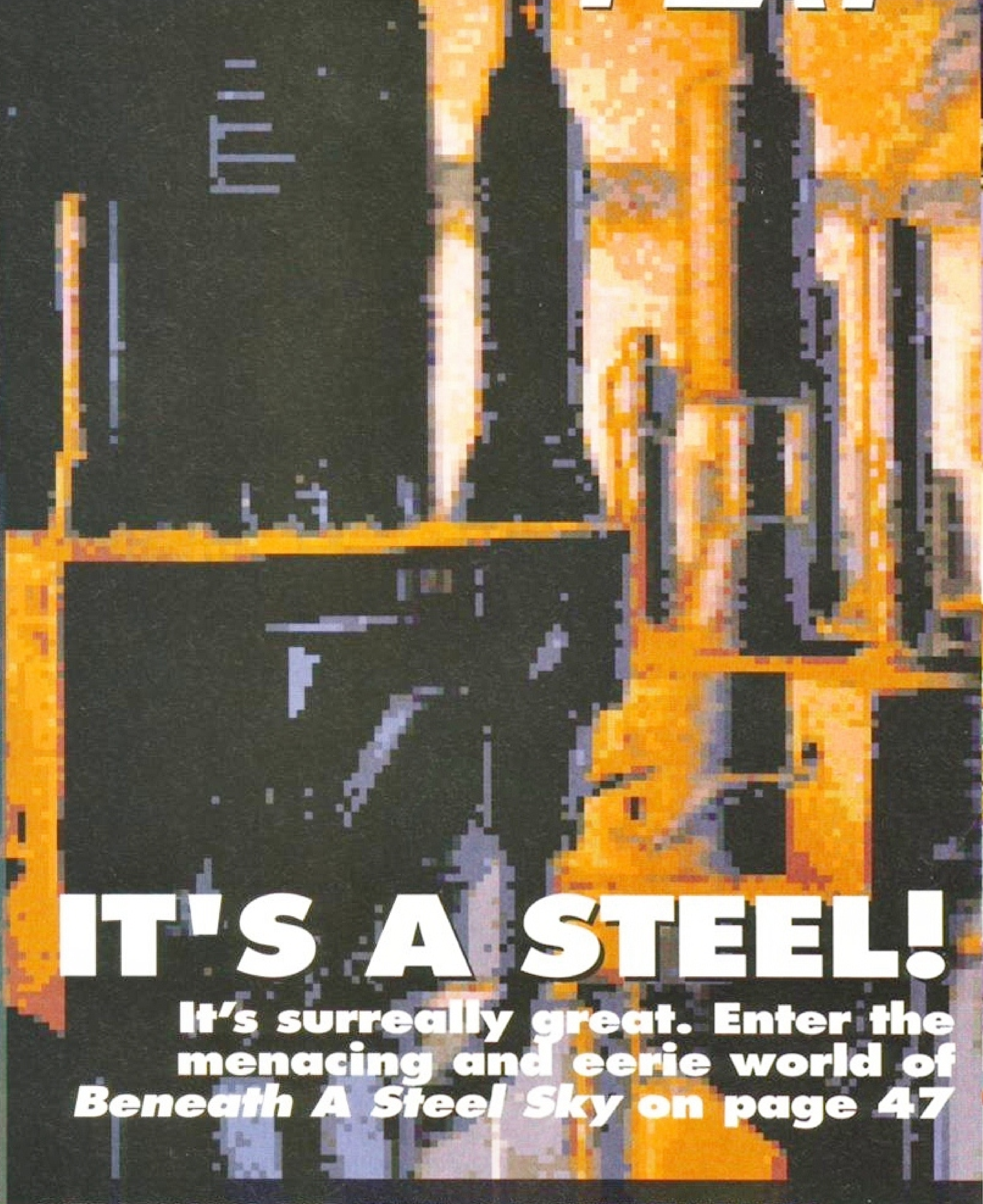
All the programs detailed in this advert are only available by direct mail.

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SCREEN PLAY



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a) If a game isn't finished, then we won't review it.

b) If it's poor-quality, then we will say so, no matter what the softies think of us.

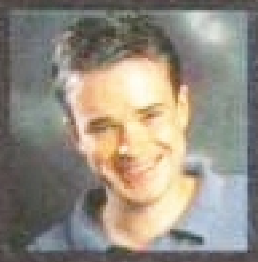
c) We have never, and will never, review a game 'on-site'.

d) If we are forced to take sides, it will always be your side we take. Trust us, and we'll look after you.

IN THIS ISSUE...

INTRODUCING OUR PANEL OF GAME REVIEWERS...

ROB MEAD



Spring is in the air at the *Amiga Format* office, we can tell because Stephen Bradley has started to stir from his winter hibernation (allegedly). But while the rest of us are beginning to frolic and gambol in the sun, Rob has been locked away in a darkened room getting to grips with *Beneath A Steel Sky*. "I set my alarm clock for spring, but it didn't go off," said Rob.

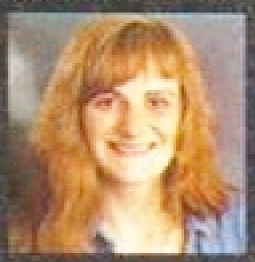
STEPHEN BRADLEY



It came as a bit of a shock when Steve climbed out of a pile of old newspapers in a corner of the office wrapped up snugly in a Leeds United scarf. "Blimey," we said, "where have you been?".

"Hibernating mate," replied Bradley. "I always have a couple of month's kip this time of year." We thought Steve was a bit late with his reviews, but this explains everything.

CLUR HODGSON



The best thing about spring, says Clur, is that everything is so fresh and frisky and the likkle bunny wabbits hop over the green grass of home... Ahh, home, where the girls are sweet as buttercups gently swaying in the morning breeze, where the boys, shining like a fireman's bell, run half-naked across the fields, their bodies glistening in the afternoon sun... Yes OK Clur.

COMING AT

Right then, are you in for a treat in the next few months, or what? Rob Mead hassles all the software houses and finds they've got games galore planned for 94. Here's the low-down...

STAY INFORMED!

Our up-to-the-minute listing of forthcoming releases

Title	Publisher	Description
MAR		
Battle Isle 2 AGA	Kompart	Great-looking sequel to classic war game.
Battlechess CD^{32}	Interplay	Enhanced version of classic chess game.
Cannon Fodder CD^{32}	Virgin	The most fun you can have with your boots on.
Classic Arcadia	Alternative	*Asteroids, Space Invaders* and much, much more.
Cyberspace	Empire	Sci-fi adventure game.
Dark Seed CD^{32}	Cyberdreams	Spooky graphic adventure from creator of Alien.
Dennis & Gnasher	Alternative	Madcap capers from the Beano bunch.
Detroit	Impressions	Rebuild the British car industry with this sim.
Diggers CD^{32}	Millennium	Another slice of brilliance from Toby Simpson.
Disposable Hero CD^{32}	Gremlin	Supertough shoot-em-up goes 32-bit.
Donk Spec. Ed. CD^{32}	Supervision	You'll go quackers over this platformer.
Dracula	Psygnosis	Boy meets girl, boy eats girl, girl drops dead.
Dreamweb	Empire	Atmospheric cyberpunk adventure.
Elfmania	Renegade	*Mortal Kombat* beater from Finland.
Global Effect CD^{32}	Millennium	Sophisticated mix of *Civilization* and *Sim City*.
Herewith The Clues CD^{32}	Domark	Sherlock Holmes adventure.
K240: Utopia 2	Gremlin	Souped up sequel to space race god-game.
Legacy of Sorasil	Gremlin	Isometric medieval role-playing game.
Lotus Turbo Trilogy CD^{32}	Gremlin	Three top class racing games on one CD.
Naughty Ones	Kompart	Cutesy platform game from Denmark.
Rise of the Robots	Mirage	The biggest and best beat-em-up of the 90s?
Robinson's Requiem	Daze	Survival simulation from Silmarils.
Sabre Team AGA, CD^{32}	Krisalis	Laser Squad meets SAS adventuring head on.
Seventh Sword of Mendor	Grandslam	More roaming around dodgy dungeons type RPG.
Speedball 2 CD^{32}	Renegade	Classic arcade game gets second coming.
UFO: Enemy Unknown	Microprose	Alien adventure AKA *Laser Squad 2*.
Universe	Core Design	Sci-fi graphic adventure on the Coverdisk
Uridium 2 CD^{32}	Renegade	Braybrook's classic shoot-em-up sequel.
APR		
Breach 3	Impressions	*Cannon Fodder* for grown-ups.
Captain Dynamo CD^{32}	Codemasters	World's oldest superhero in welcome return.
Crash Dummies	Virgin	Popular car ad stars in own game vehicle.
Dizzy Prince of Yolkfolk CD^{32}	Codemasters	Hurrah! Dizzy kicks off budget price CDs.
Flight of the Amazon Queen	Renegade	Antipodean graphic adventure.
FPS Soccer	Sierra	World Cup footy fun from *Goblins 3* publishers.
Hired Guns CD^{32}	Psygnosis	Violent, atmospheric and very good RPG.
Ishar 3	Daze	The legend of Kendoria continues...
Magicland Dizzy CD^{32}	Codemasters	More platform romps with everyone's fave egg.
Myth CD^{32}	System 3	Average beat-em-up with odd medieval theme.
On The Ball	Daze	World Cup footy game from Germany.
Second Samurai CD^{32}	Psygnosis	Brilliant hack 'n' slash game from Vivid Image.
Simon the Sorcerer CD^{32}	Adventure Soft	Amusing graphic adventure in LucasArts' vein.
Soccer Kid CD^{32}	Krisalis	Brilliant platformer with an unusual theme.
TFX CD^{32}	Ocean	Graphically stunning flight sim from DID.
Theme Park	EA	Bullfrog's imaginative follow-up to *Syndicate*.
Total Carnage	ICE	Smash TV sequel gets coin-op conversion.
Tracksuit Manager 94	Alternative	*Premier Manager*-style footy game.
Zool 2 CD^{32}	Gremlin	Ninjamungously brilliant platformer.
Zool AGA	Gremlin	The best run-and-jump game on the Amiga?
MAY		
Champ Mgr – end of season	Domark	Footy management game from sport specialists.
Frontier: Elite 2 CD^{32}	Gametek	*Format* Gold space sim gets CD treatment.
Humans 1 & 2 CD^{32}	Gametek	Two prehistoric puzzle games on one disc.
Impossible Mission 2025	Microprose	Updated version of the old shooty classic.
James Pond 3	Millennium	Fishy hero embarks on Operation Starfish.
Overlord/D-Day	Virgin	It's 6th June 1944 all over again.
Putty Squad AGA, CD^{32}	System 3	Enhanced version of *Putty* for CD^{32} owners.
Reunion CD^{32}	Grandslam	Ambitious space adventure game.
Turrican 3 CD^{32}	Renegade	Action-packed platform shoot-em-up.

STARDUST REVISITED

Great news for AGA and CD^{32} owners is Daze Marketing's announcement to release specially enhanced versions of the astounding *Asteroids* blaster for their machines. *Superstardust* will feature new and enhanced 256-colour graphics – including ray-traced backgrounds and parallel scrolling 3D tunnels, more levels and even more baddies.

Finnish programmers Bloodhouse are still working on the game, but it is due for release in May, with a provisional price of £25.99. Daze are on 071-328 2762.



If you liked *AF49*'s superb Coverdisk demo, then you're going to love *Superstardust*, a brilliantly enhanced version for the A1200 and CD^{32}.

SKELETAL FAMILY



It's not all foot-slogging, scumbag-blasting action y'know. You can kill, maim and spoil from jetbikes, hovertanks and skellysubs.

Core Design pay homage to *Smash TV* and *Chaos Engine* in their forthcoming futuristic shoot-em-up *Skeleton Krew*.

Evil mortician Moribund Kadaver is threatening to take over the galaxy with a little help from a deadly device called the Psykomachine and his fellow cronies at DEAD Inc. Cue the arrival of four battle-hardened mercenaries from the Military Assertainment Department whose job it is to destroy the Psykomachine and thwart Kadaver's dastardly bid for galactic domination.

The action is viewed from a three-quarter isometric perspective with eight-way scrolling for maximum playability. You control one of the three main characters – Spine, Rib or Joint – each with their own special skills and weapons. An Amiga-controlled armoured vehicle, Skulker, takes you to each of the 18 game zones and advises you on the hazards you are about to face.

With six levels, a two-player mode and piles of bonus sections, *Skeleton Krew* promises to be a fast and furious shoot-em-up. Jollied along by a heavy metal soundtrack, it will be available in May for AGA and CD^{32} only, £TBC. Call Core Design on 0332 297797.

ALIEN MISSION

Students Stephen Haunts and Chris Rundell are the programming brains behind GKS Design, a new outfit dedicated to Amiga gaming.

Their first offering is *Dark Mission*, an *Aliens*-style isometric adventure which finds you exploring a massively hostile space-station, zapping aliens and completing four suicidal missions.



Hysterical hostages, an unstable planet and hordes of hungry aliens are just some of the hazards you face in *Dark Mission* from GKS Design.

GKS plan to release all their products through mail order with minimum packaging and maximum value-for-money. *Dark Mission*, for example, will be available from the end of March for £17.99 including post and packing. New customers automatically become members of GKS's Discount Club, qualifying for up to 25 per cent off future releases. Other unique features include free product helplines and guaranteed 24-hour despatch.

For more information phone Kevin Kennard on 0908 691517 or write to 46 Golden Drive, Eaglestone, Milton Keynes MK6 5BJ. Make cheques payable to "GKS Design."

TRACTIONS

BUBBLE TROUBLE

World Class Cricket publishers Audiogenic are moving into cutesy platform territory with their next release *Bubble and Squeak.*

Available on A1200 (£TBC) and CD^{32} (£29.99) formats only from mid-March, *Bubble and Squeak* features 30 huge levels of full-screen parallax scrolling, pink elephants, slippery snakes and ducks with baseball bats. You control Bubble, and are alternately helped and hindered by your side-kick Squeak. Audiogenic are on 081-424 2244.



There's more to *Bubble and Squeak* than leftover vegetables as Audiogenic's cutesy platformer can testify.



3D shoot-em-up *Sibwing* is the CD^{32}'s answer to all those poxy console games and is due in April. Details from Acid Software on 071-482 4066.



Get your hooped jersey on for Rugby League Coach, the new sports management sim from Audiogenic (081-424 2244) due mid-March.

THE ULTIMATE CD COLLECTION

Team 17 are set to release three CD^{32} titles in March, including an enhanced version of hit beat-em-up *Body Blows.*

Ultimate Body Blows will feature 23 different characters – each with digitised speech, Tag Teams and an eight-player tournament option. The game will also feature 16-track digital music, 12 AGA backgrounds (nine new) and a host of customisable game preferences. Joining *Ultimate Body Blows* on CD^{32} are two two-game compilations selling at £24.99 each. The first contains shoot-em-up *Project X* and the *F-17 Challenge* racing game, and the second frantic blaster *Alien Breed Special Edition* and platformer *Qwak.* Also expect a specially enhanced version of *Alien Breed 2* on CD^{32} – featuring 10 new levels.

A floppy-based compilation called *The Team 17 Collection* comprising *Body Blows, Superfrog* and *Overdrive* will be released in March for £29.99. Call 0924 291867.



The ultimately improved version of beat-em-up *Body Blows* comes to CD^{32} from Team 17.

HEIMDALL 2

Norse legends seem to be all the rage at the moment. First there was *Ragnarok* from US Gold, then *King's Table: the Legend of Ragnarok* from Gametek and now there's *Heimdall 2* from Core Design which takes the eternal conflict between the gods of Asgard and Loki one step further.

Heimdall 2 is an isometric role-playing adventure which finds our godly superhero Heimdall sacrificing his divinity so he can travel the earth, defeat Loki's Hakrat warriors and recover the six shattered remnants of a magic amulet.

You have help Heimdall explore six different worlds, interacting with different characters and solve a series of mini-quests. With a wealth of visual effects, combat sequences and fluid sprites, *Heimdall 2* looks like it will be a worthy successor to the highly acclaimed original. Available from April, price £TBC. Core Design 0332 297797.



Our hero stumbles across a beleaguered army in the isometric role-player *Heimdall 2.*

INTO THE NEXT MILLENNIUM





Neural World, Millennium's unusual release due in October, aims to simulate the functions of the human brain, with you controlling strange creatures as they visit the various bits of grey matter.

With the release of superplatformers *James Pond 3* and *Pinkie* only weeks away, publishers Millennium should be resting on their laurels. Instead, they're launching an all-out offensive on the charts with no fewer than six games planned for release by Christmas.

Myopic cartoon hero Mr Magoo spearheads Millennium's autumn assault with a licensed platform adventure where everything goes wrong for Magoo Town's residents where cats get stuck in trees, boys lose their balloons and all the buildings catch fire. You help Magoo sort out the mess, by moving different objects around *Sleepwalker*-style.

Things take a more violent turn in *Brutal Soccer,* the sequel to *Brutal Football,* which is due in October. Sneaky punches, rib-shattering kicks red hot spikes are just some of the tactics the teams of Sunday League thugs will use to get one over on their opponents.

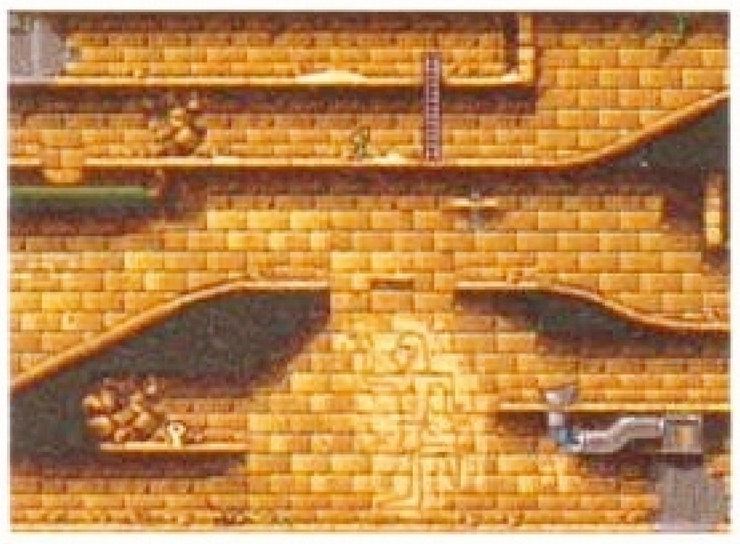
Motor Mania, meanwhile, follows the adventures of Mickey the Micra as he tries to reclaim a car factory from the fog of pollution that threatens to engulf it. Ostensibly a platform game, *Motor Mania* features wind tunnels, paint workshops and reject levels, each one filled with hazards for Mickey to negotiate. The game is due for release late '94.

Continuing the foggy theme, *Troll Islands* features a gaggle of fuzzy-haired goblins covering baddies in custard and collecting jewels with the ultimate aim of bringing light back to a fog-covered land. This platformer still has to have a release date confirmed.

Neural World and *Incoming* are different propositions altogether. The first features a tribe of subterranean creatures who you have to teach to survive. The game attempts to recreate the functions of the human brain with different regions to visit. *Incoming* is a CD^{32}-only space adventure filled with intrigue and treachery centred around a corrupt galactic conglomerate. We saw the game at Millennium's offices and it looks absolutely stunning. Both games should be available from October. Call Millennium on 0223 844894.



Programmed in *Blitz 2,* Center Court (sic) could be the game the Wimbledon stars play this year. Due March from Acid Software 071-482 4066.



Benefactor is a *Flashback*-style puzzle platformer from Digital Illusions and features *Lemmings*-size sprites, due March. Psygnosis 051-709 5755.

MEGARACE



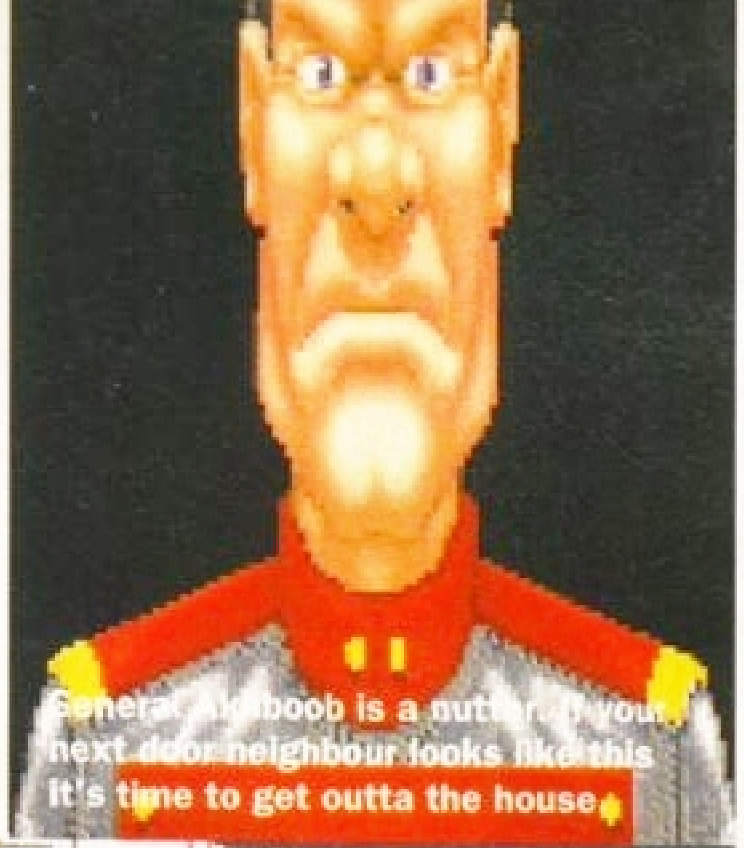
One minute you're watching a game show, and the next you're gambling with your life – that's showbiz for you in *MegaRace.*

Mindscape's ambitious CD^{32} schedule reaches its nemesis in October with the release of *MegaRace,* a Virtual Reality racing game.

Currently being developed by French programmers Cryo, *MegaRace* is set in the not-too-distant future and revolves around a VR game show hosted by the unfortunately named Lance Boyle. Lance invites the audience to participate in a death-or-glory race over 15 different circuits with eight supercars. If the screenshots are anything to go by, it will be a stunner, but you'll have to wait until the autumn to get your hands on a copy. Mindscape are on 0444 246333. We'll bring you more details soon.



TOTAL CARNAGE



General Akhboob is a nutter. If your next door neighbour looks like this it's time to get outta the house.

It's mad, bad and extremely violent, so why is the latest shoot-em-up from ICE such riveting fun? Rob Mead goes in with both eyes open.

The world is filled with dangerous dictators and there are none more deadly than General Myron Farley Akhboob. Ever since he lost his job at the Kookistan Burger Barn and Bait Shop, Akhboob has sworn to wreak his revenge on humanity and blag his way into the history books at the same time.

From his heavily–defended HQ in a baby milk factory, the General has assembled an enormously powerful army filled with psychopathic mutants made from the goo–ish effluent of bio–nuclear generators.

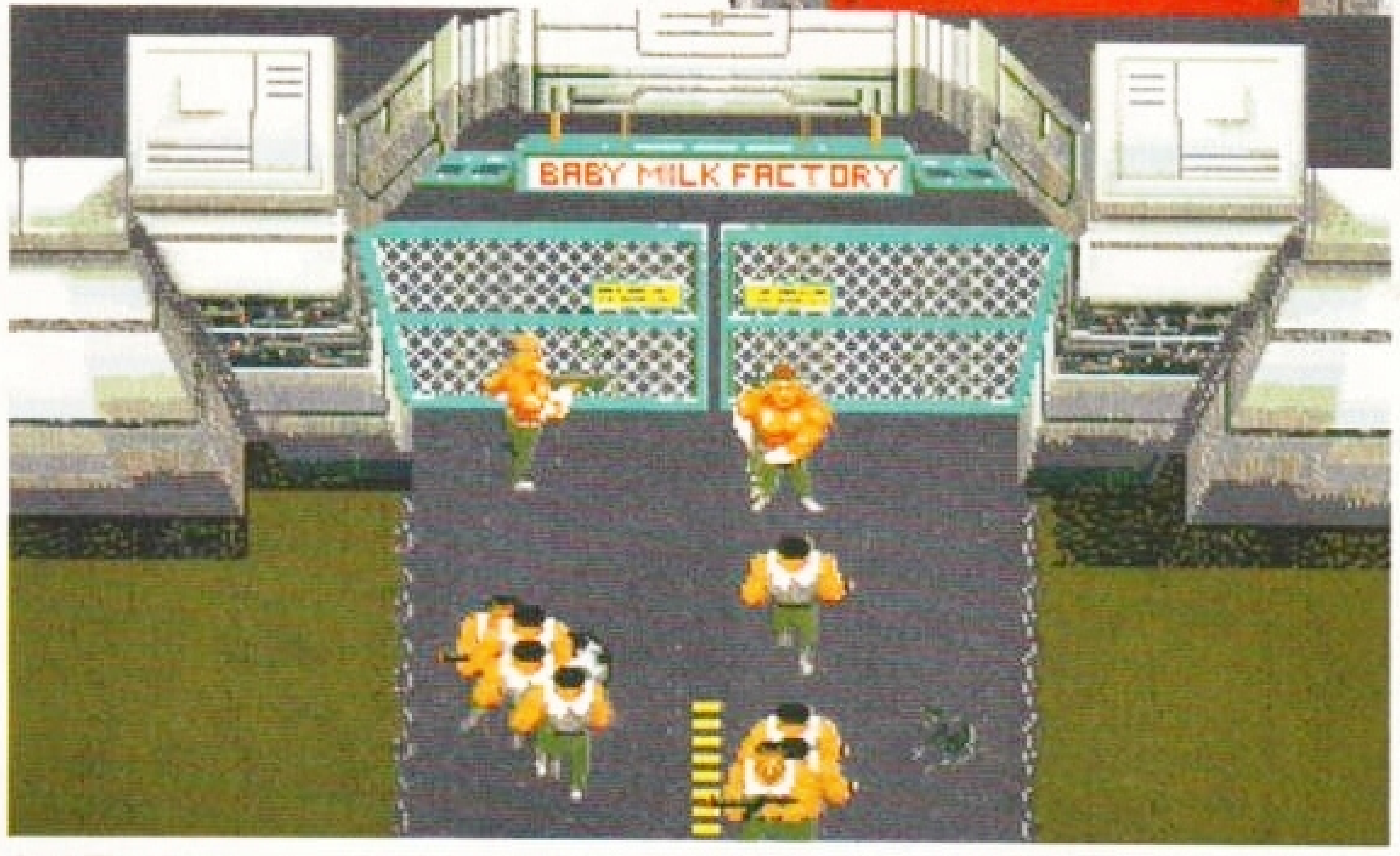
He has also managed to gather together an astonishing array of hardware: scud launchers, machine-gun nests, personnel carriers and copious amounts of aircraft with which to carry out his evil plan. Quite clearly this man has to be stopped, and soon.

Enter Captain Carnage and Major Mayhem, the two suicide–jockeys you (and a pal if you are playing in two-player mode) control as part of the Doomsday Squad, a special crack unit set up by the government to trounce truculent megalomaniacs.

The *Total Carnage* action takes place over three gigantic levels which are filled to the brim with the kind of frantic and mad finger-twitching action which transforms run-of-the-mill shoot-em-ups into adrenaline–fuelled sensory experiences. Baddies pour out at you from all angles and in such overwhelming numbers, there's scarcely time to pause and pick up the bonuses and weapons which can make your task that bit easier.



Created using *DPaint*, these sprites give you some idea of how each of the Doomsday Squad characters is animated.



Just like Saddam, Akhboob hides his most powerful weaponry behind innocent doors. There's much more to this baby milk factory than meets the eye.

Originally available as a coin-op in amusement arcades up and down the country, *Total Carnage* is now set to make the successful transition to the Amiga and CD32 thanks to the efforts of those programming whizzes at ICE.



"It's very close to the coin-op version," says programmer Simon Fox who has been working on the *Total Carnage* conversion for over a year.

"Obviously we've had to tone down the colours and remove some of the animations, but it is absolutely identical in terms of playability.

It's very violent, very funny and there's always something happening on the screen."

At this point a niggling doubt emerges. The *Total Carnage* coin-op was based on *Smash TV*, a brilliant arcade game which was turned into an unplayable pussy on the Amiga. Is there a danger that *Total Carnage* will suffer the same fate?

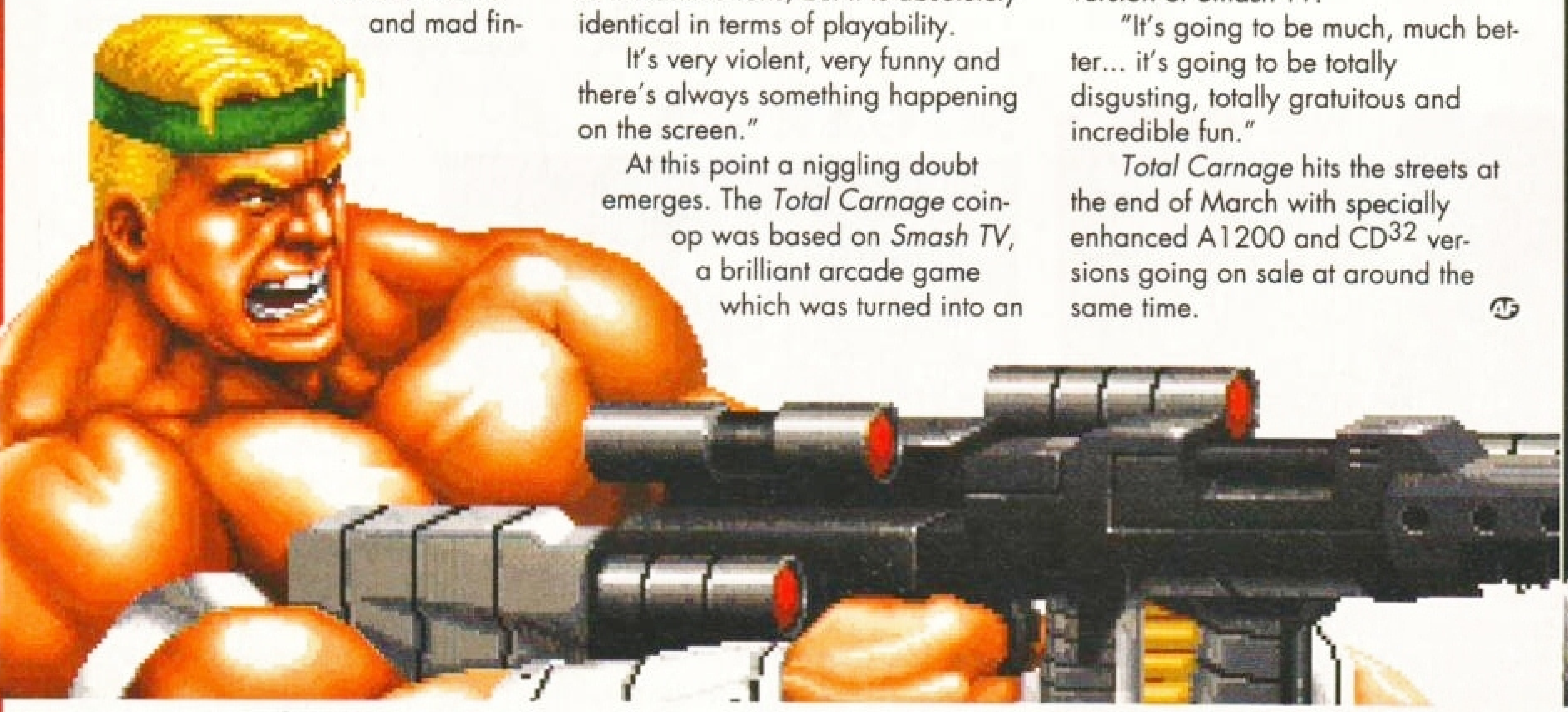


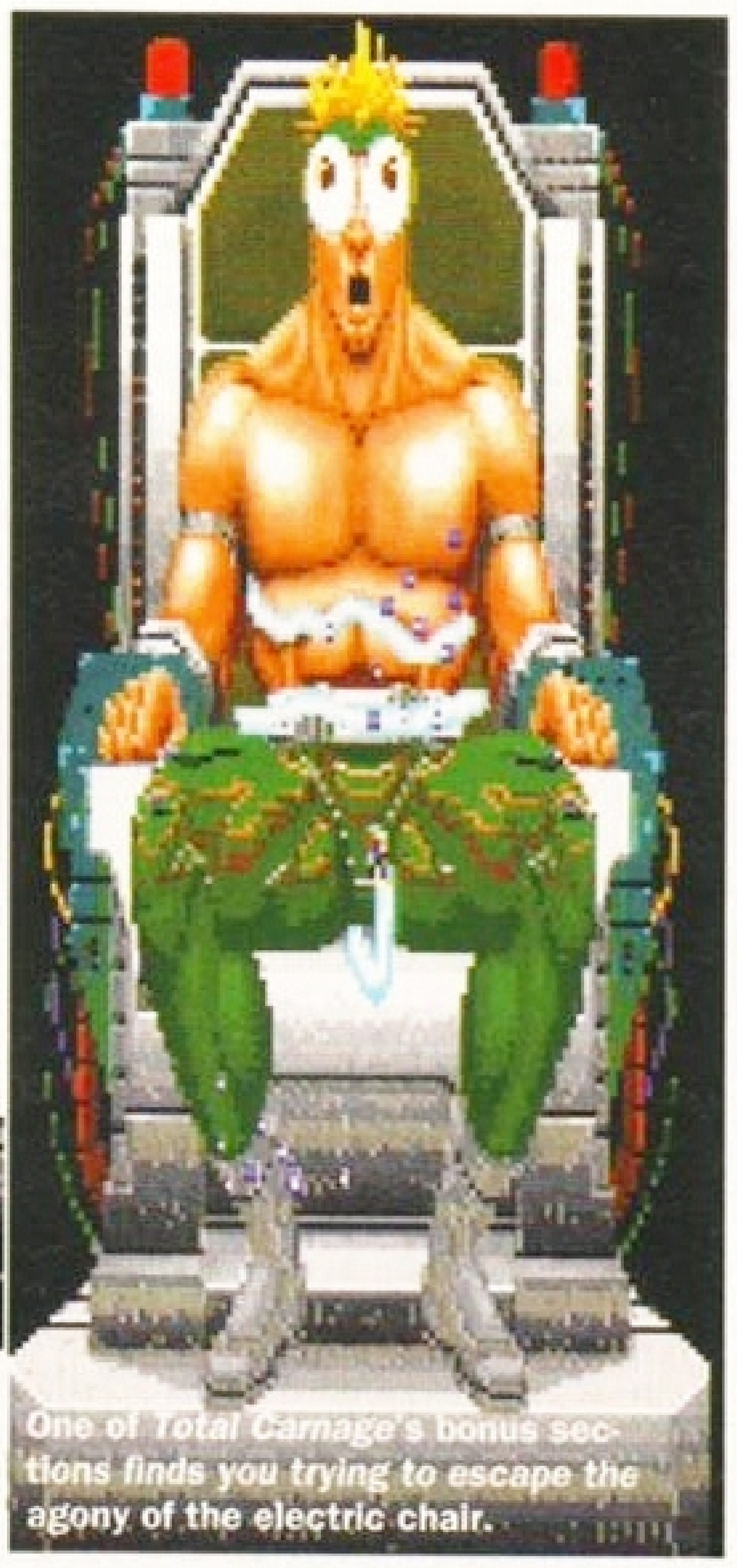
Scud launchers and armoured personnel vehicles are just two of the hazards you face on level two: Baker Mission.

"No," insists ICE's boss Stuart Bell. "Although it's based on the same game engine, *Total Carnage* will be nothing at all like the Amiga version of *Smash TV*.

"It's going to be much, much better... it's going to be totally disgusting, totally gratuitous and incredible fun."

Total Carnage hits the streets at the end of March with specially enhanced A1200 and CD32 versions going on sale at around the same time.





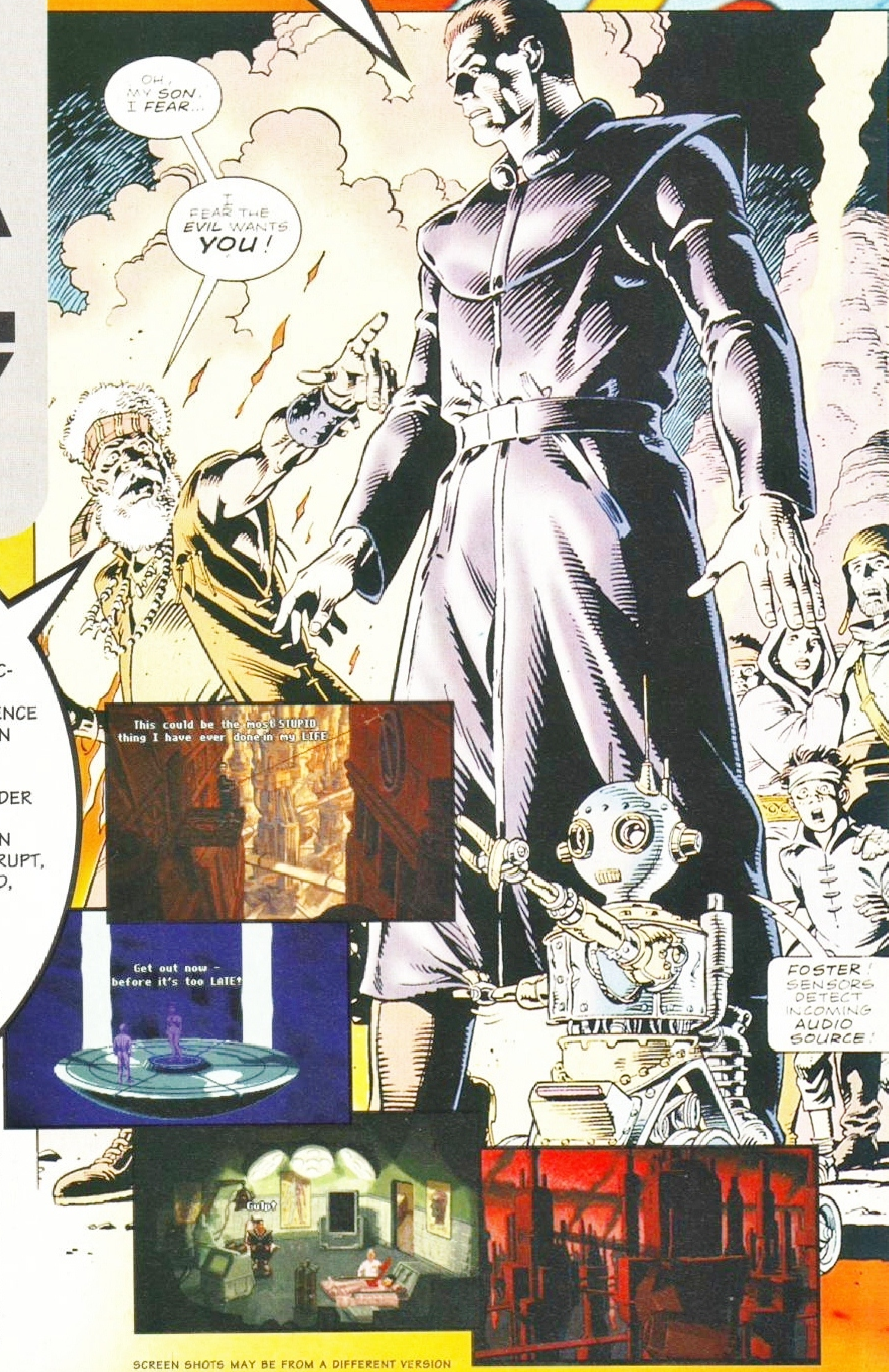
One of *Total Carnage's* bonus sections finds you trying to escape the agony of the electric chair.

CU Amiga 95%
"One of the greatest adventures ever."

The One 93%
"... we were concerned when LucasArts announced they were going to leave the Amiga scene, but with Revolution currently producing stuff like this, who needs 'em ?"

Amiga Action Accolade 92%
"Absolutely outstanding in every way."

BENEATH A STEEL SKY



FEATURING...

REVOLUTION'S INNOVATIVE VIRTUAL THEATRE SYSTEM AND STUNNING ARTWORK FROM AWARD-WINNING COMIC-BOOK ARTIST **DAVE GIBBONS**. BENEATH A STEEL SKY IS A GRIPPING SCIENCE FICTION THRILLER SET IN A BLEAK VISION OF THE FUTURE.

ROBERT FOSTER IS AN INNOCENT OUTSIDER STRANDED IN A VAST CITY WHERE OPPRESSED CIVILIANS LIVE AND WORK IN SOARING TOWER BLOCKS... WHILE THE CORRUPT, COVETOUS AND RICH LIE UNDERGROUND, SHIELDED FROM ALL POLLUTION.

ALONE, SAVE FOR A **ROBOT CIRCUIT BOARD**, FOSTER MUST FIGHT FOR SURVIVAL... AND DISCOVER THE SINISTER TRUTH BEHIND HIS ABDUCTION !

Virgin

REVOLUTION

SCREEN SHOTS MAY BE FROM A DIFFERENT VERSION



PC Screen shot
AMIGA
CU AMIGA
97%
"The ultimate in space adventure, Frontier is the single most important step forward for games this decade."
DA
BRA
PRES
PC ZONE
95%
"Unrivalled classic, nothing comes close."
FRON
E L I
I
AMIGA ACTION
93%
"Frontier is probably the best game I have ever played. This offers everything you could want in a game of this type."
THE ONE
96%
KONAMI
only the very best
Available on PC,
© David Braben 1993. Licensed



Screen shot



PC Screen shot

VID
BEN
ENTS

TIER

I T E

C & VG

96%

"One of, if not the, biggest games ever, Frontier is a title that will make the rest of your software collection obsolete."

AMIGA FORMAT

90%

"Frontier sucks you in and keeps you hostage. It's a monster."

PC REVIEW

9/10

"The best space game ever."

"Like Elite before it, Frontier is a game that rises above its feeble competitors like a colossus and will be talked about in awe for years to come. It's better than you could ever have dreamed it to be."

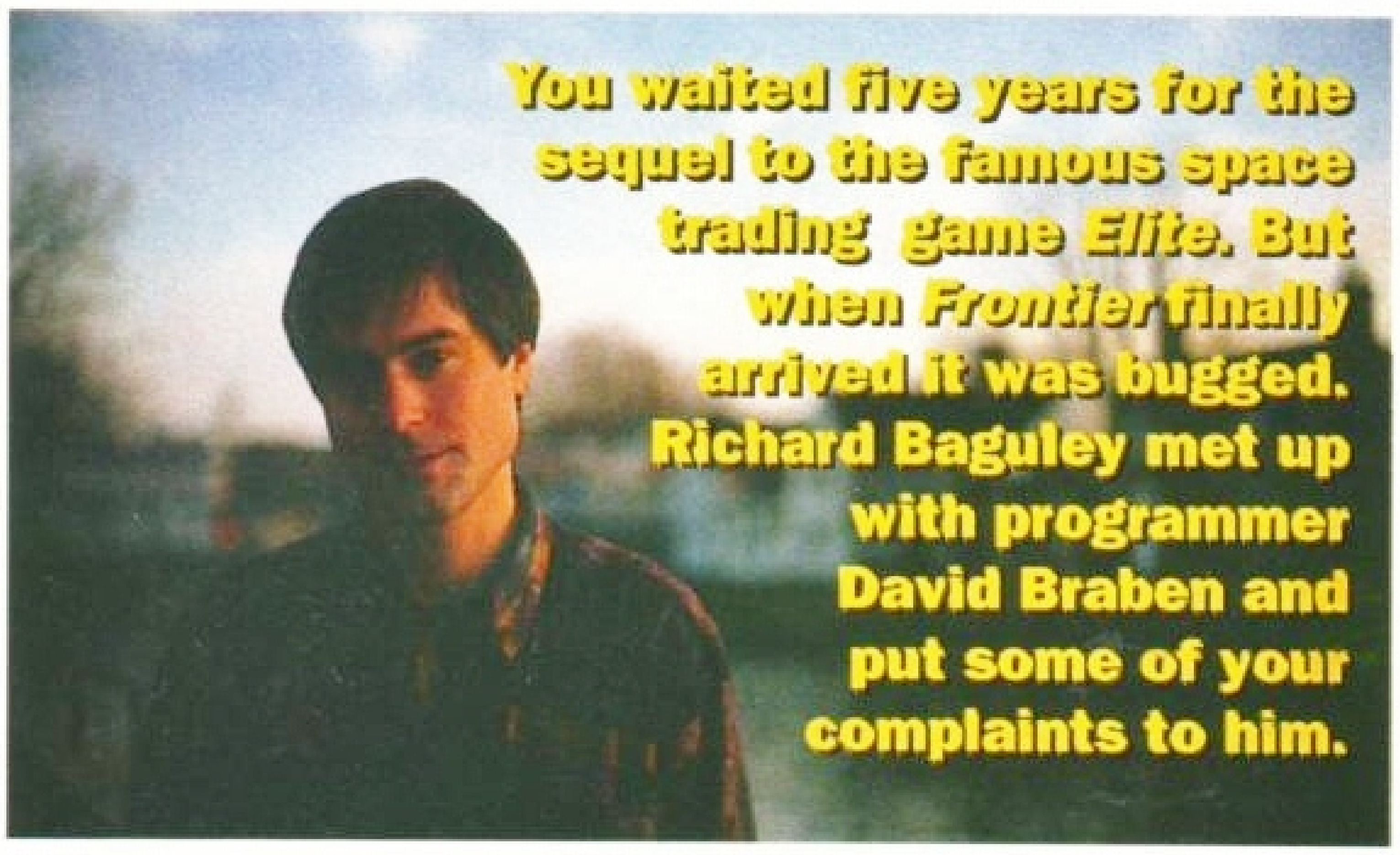
GAMETEK

mature with time

AMIGA, ATARI ST

by Konami. Distributed by Gametek

BRABEN'S BUGS



You waited five years for the sequel to the famous space trading game *Elite*. But when *Frontier* finally arrived it was bugged. Richard Baguley met up with programmer David Braben and put some of your complaints to him.

Few games have generated as much interest as *Frontier*, the sequel to the classic game *Elite* which was a heady mix of interstellar trading, ship-to-ship combat, and boldly going places.

Frontier follows a similar formula, but with the added attraction of assassinations, passengers and doing the dirty work of the two Empires which dominate the galaxy.

It took David Braben five years to create *Frontier* and it went straight to the top of the games charts, making it one of the biggest-selling games of 1993.

But it's bugged and many people have become disenchanted with the game due to the number of problems. We put these complaints to David Braben.

Copy protection

Firstly, there is the matter of the copy protection. It's a distinctly confusing system of picking a letter from a word on a page which was not helped by the omission of any instructions in the manual.

The problem is that you have to type in words from a specific point in the manual at various stages of the game. For example, you could be asked to type in the first letter of the third word on page 62. But the prompt doesn't make it clear if the third word includes the headline at the top of the page (it does include the headline, by the way).

If you type in the wrong letter, the time you have until you have to type in the next password is halved. Get it wrong a few times and you are unceremoniously dumped out of the game, which seems a rather clumsy way of going about things.

David agrees the system is flawed, but points out that the manual now includes an insert with clearer instructions.

"We got a lot of complaints about this, so we have revised the documentation."



One of the bugs which has been removed in the later versions of *Frontier* is the one which means that when you try to sell your ship with passengers on board, you are credited with the value of the ship without actually selling it.

Autopilot

Several people have also made comments about the Autopilot, and the annoying habit it sometimes has of driving like a drunken space cadet and crashing into space stations and planets.

"The problem with *Frontier*, is that it's trying to make Autopilot realistic by simulating inertia. The Autopilot isn't cheating, it's working out what thrusts to do and it's very complicated.

"It does get its knickers in a twist occasionally, because it tries to avoid targets, so if there is a planet in the way it will try to go round, but it won't necessarily get it right."

Assassinations

Assassinations are one of the most important parts of the game, and provide a good way of getting rich quick. However, sometimes an apparently successful assassination trip is greeted by a curt message about shooting the ship but missing the target.

"This isn't a bug. It's a feature. If there is a ship on the Tarmac, the target will get on board only shortly before it takes off. If you shoot the ship before it takes off, the target will not be on board."

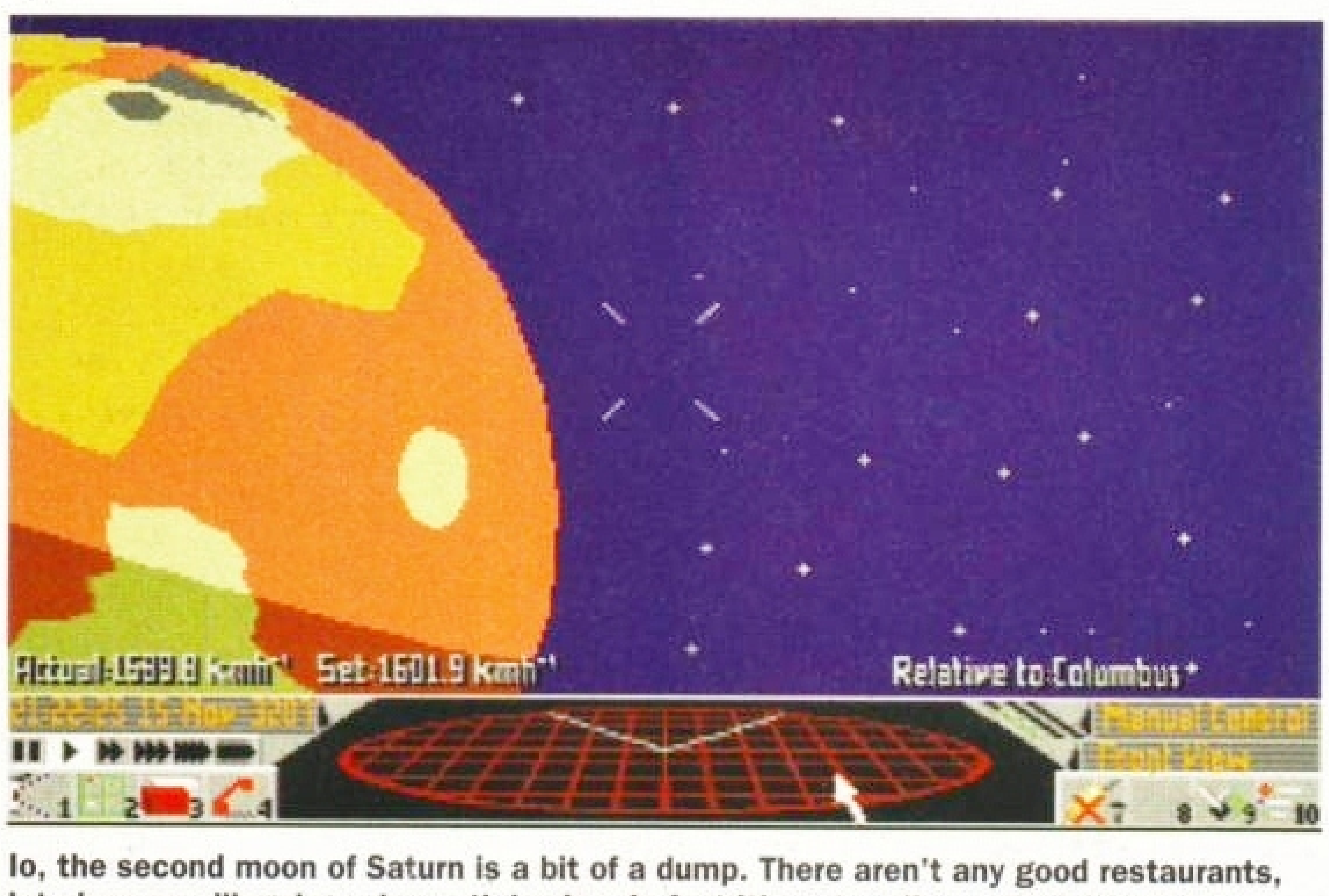
Bug fixes

There are also a number of other bugs, such as the screen display in the Bulletin Board becoming corrupted in some systems and your ship being destroyed while paused.

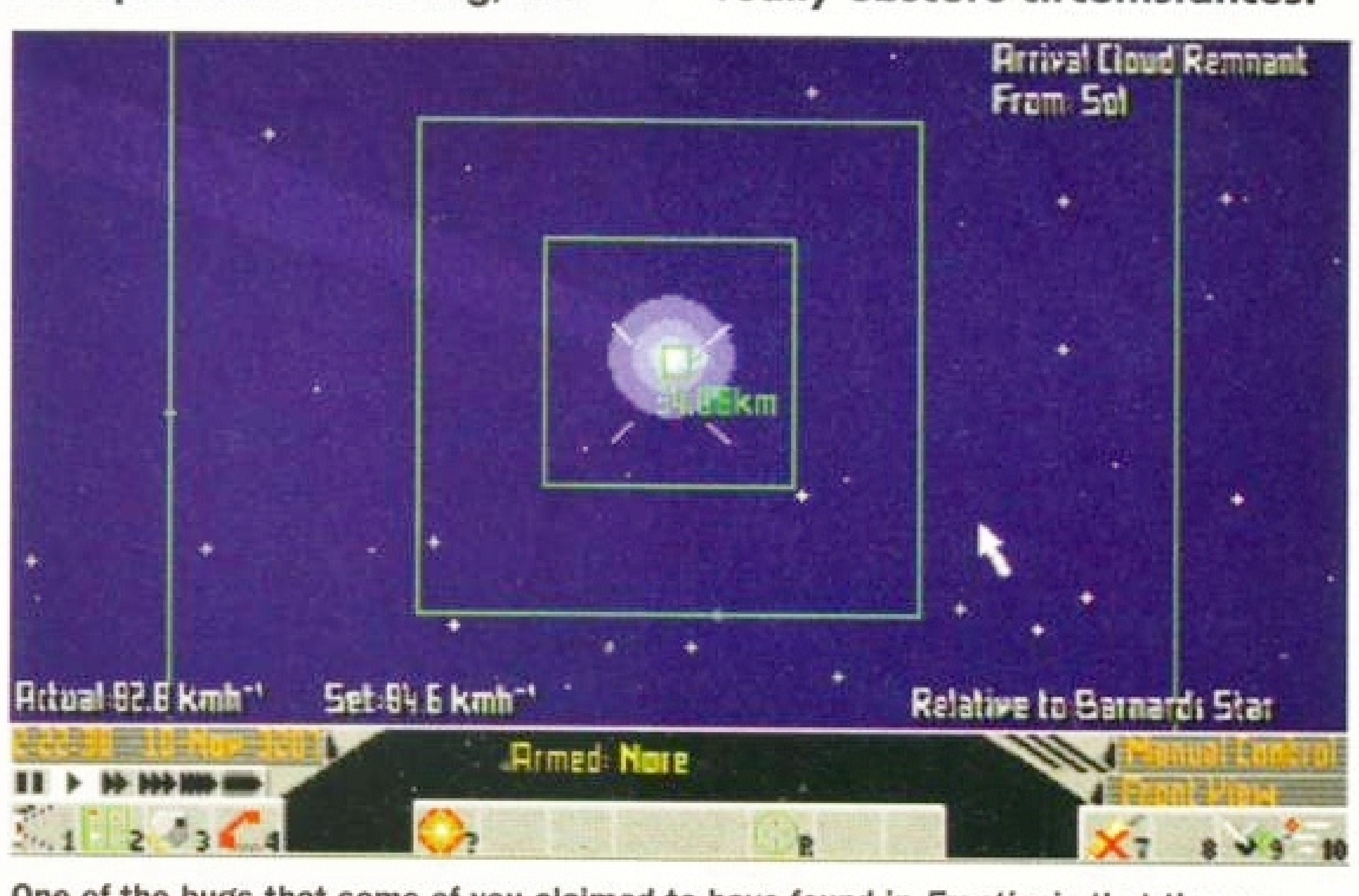
"We've done three bug fix revisions of *Frontier* since it was released. None of the bugs are serious enough not to have work-arounds. You can get a revised version by sending the original disk with an SAE to Gametek (5 Bath Road, Slough, Berks SL1 3UA)."

But shouldn't a game that has taken nearly five years to write be bug free?

"Most of these bugs require really obscure circumstances.



Io, the second moon of Saturn is a bit of a dump. There aren't any good restaurants, let alone any illegal goods worth having. In fact it's not really worth visiting at all, unless you fancy putting your feet up for a while and admiring the view.

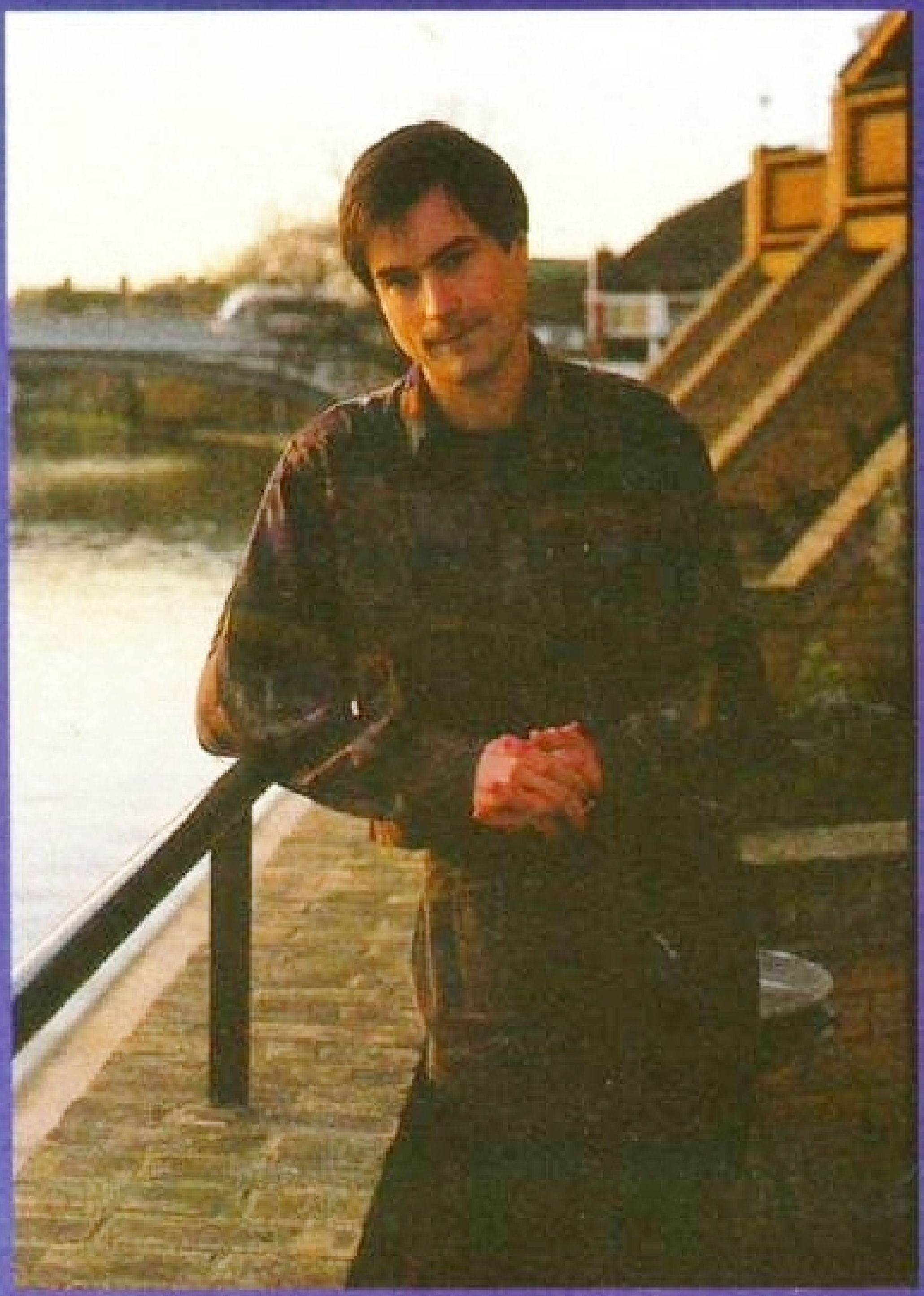


One of the bugs that some of you claimed to have found in *Frontier* is that the program crashes if you try to analyse your own hyperspace cloud. As you can see from this picture, I've had no problems analysing this one.

Turn to Gamebusters on page 86 for the first part of our fantastic Frontier player's guide.

DAVE BRABEN'S PLAYING TIPS

As you would expect, the bloke who wrote *Frontier* has a few tips on how to get the best out of the game. So here they are:



"An interesting challenge is to see how much money you can make in one trip. The obvious way to do this is to flog off all your ship's equipment to give yourself loads of cargo space, and then to buy the most expensive goods you can afford."

"Keep track of missing persons and the names of people who are looking for transport, because finding them is a very easy way of making several hundred credits."

"If goods are in short supply on a system, there will often be somebody on the Bulletin Board who is prepared to pay massively over the odds for them. If you are quick, you can often nip off to another system and buy the required goods and go back to sell them. If it's happened once, it's also likely to happen again, so if there is a requirement for battle weapons, there is likely to be another advert soon."

"There are some odd places where gemstones are considered to be waste, and they pay you to take them away."

"You can use cargo as a weapon, so if you buy a whole load of cheap cargo, hover over somebody and dump it, they will be seriously damaged, although you are likely to incur the wrath of the police."

"There are references to Thargoids (the unpleasant aliens who waylaid innocent travellers in the original *Elite*) in the game, and there is a Thargoid ship in there somewhere. As far as I know, nobody has found it yet."



If you fancy a quick cruise around a remarkably accurate representation of the solar system, then look no further than *Frontier*. It's all there in glorious technicolour.

It's very difficult to test every possibility, even with the 10 full-time beta testers that Gametek used. With most games, the code is pathetically small, with most of the space being taken up by graphics. With *Frontier*, it's all code."

So why did it take David Braben so long to finish *Frontier*?

"The total time was five years, but in the meantime I did write *Elite* for the Nintendo with Ian Bell, and I have done other bits and pieces. It's amazing how quickly that sort of time goes. I also spent a lot of that time looking into how things work and simulating the behaviour of solar systems, because a lot of work has gone into the astronomy side.

"I was in touch with Cambridge University astronomy department, because nobody had tried this sort of simulation before. I also spent a lot of time setting up all of the thousands of planets, space stations and other ships in the game.

"It was pretty well ready to go in very early 1993, but we had a lot of problems with the sound. In the end we had to completely rewrite a lot of the code, and that took time."

Given that *Frontier* was several years in the making, how does David feel about the criticism for it being heavily bugged?

"Yes, there are bugs in it, but most of them appeared pretty late in the day. I'm not exactly over the moon about it myself."

What happens next?

David is now planning enhanced AGA and CD32 versions of *Frontier*, although he has yet to decide a release date and exactly how they will be enhanced. But will there be an *Elite 3*?

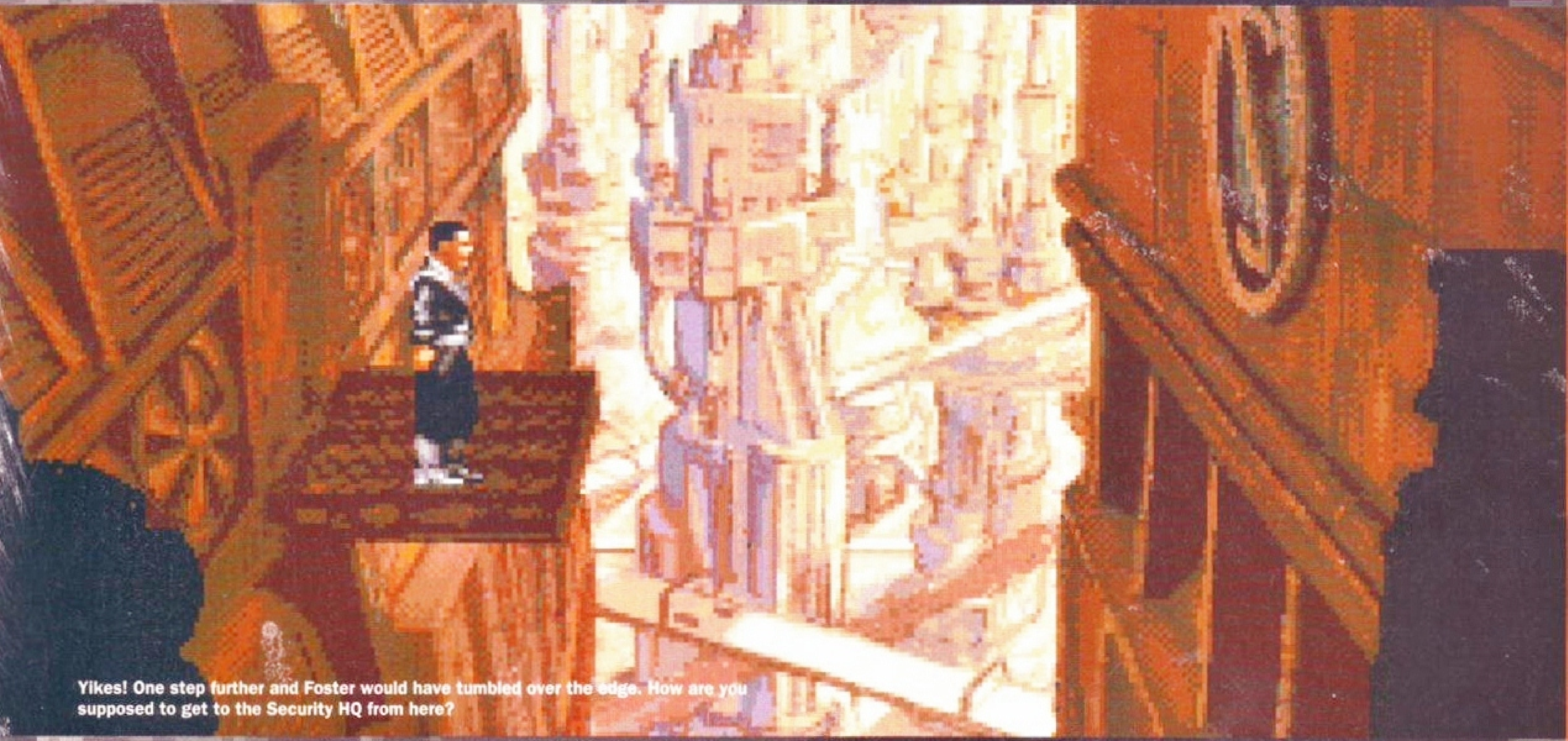
"I have got no plans for an *Elite 3* as such, but there will be probably be a follow on, which will still be *Frontier*.

"I don't want the *Frontier* worlds to die, so the follow-up will probably be more of an add-on to the existing systems, perhaps with more of a sense of a goal. One of the things that will be in there is a major alien race, with lots of missions associated with them."

David is now busy with other projects, including starting his own company, so the *Frontier* add-on is unlikely to appear for a few months. Hopefully, it won't take five years.

GOT A GRIPE?

This is the first in an occasional series in which we put programmers on the spot. If you want something looked in to, write to *AF* Pay-back Time, 30 Monmouth Street, Bath BA1 2BW



Yikes! One step further and Foster would have tumbled over the edge. How are you supposed to get to the Security HQ from here?

BENEATH A STEEL SKY

Revolution Software's long-awaited sequel to *Lure of the Temptress* promises much, but does it deliver? Rob Mead investigates.

There is a brief moment in Terry Gilliam's weird and nightmarish film *Brazil* when you think the hero has finally defeated the forces of darkness that threaten to surround him. *Beneath A Steel Sky* is a lot like that.

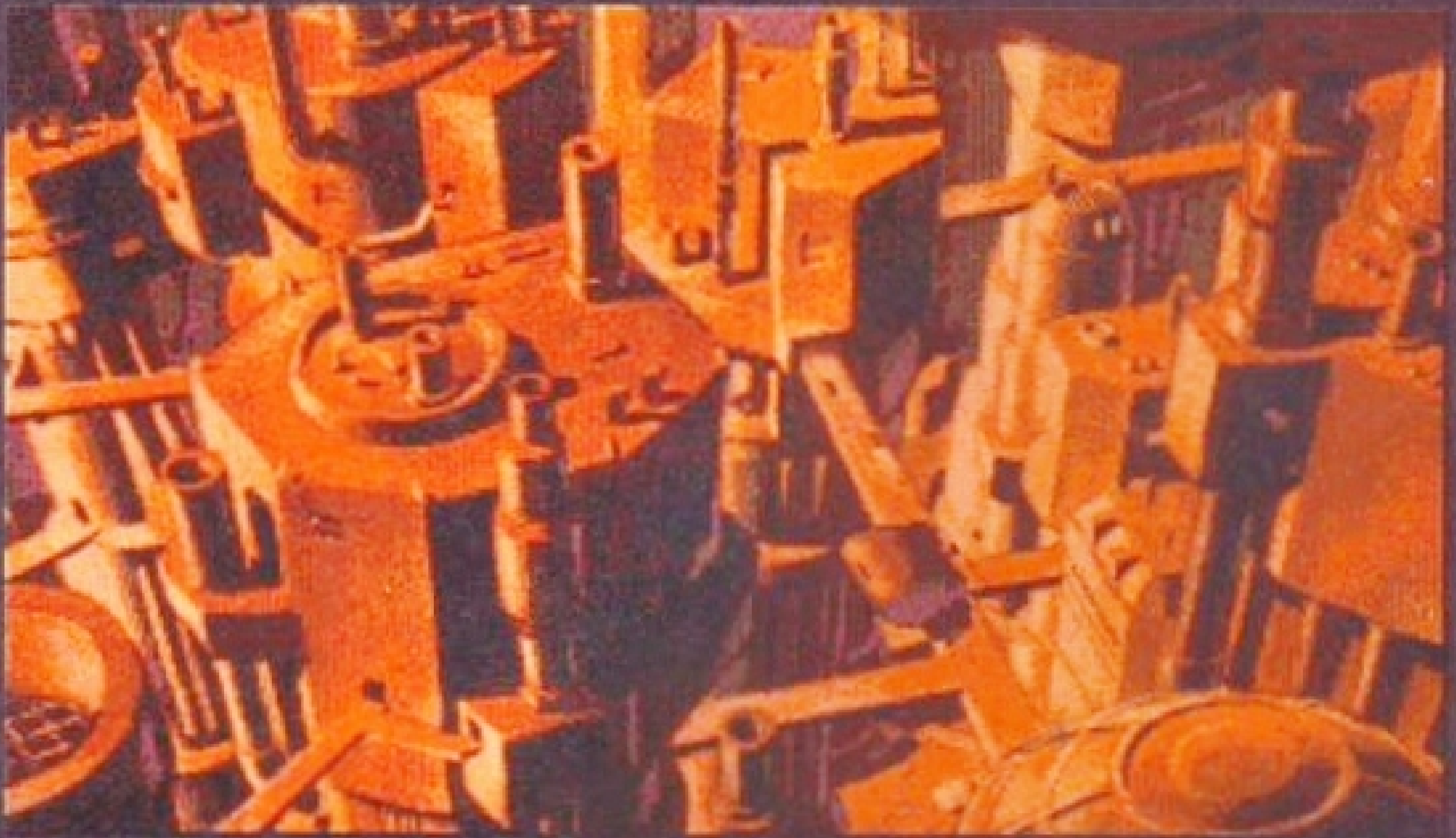
Ostensibly a follow-up to the acclaimed *Lure Of The Temptress, Beneath A Steel Sky* places you firmly in the shoes of hero Robert Foster who is abruptly abducted from his wasteland home and set down in a strange and violently unfriendly city. Only by uncovering a series of mysterious events can Foster piece together the missing parts of his life and defeat the evil which surrounds him.

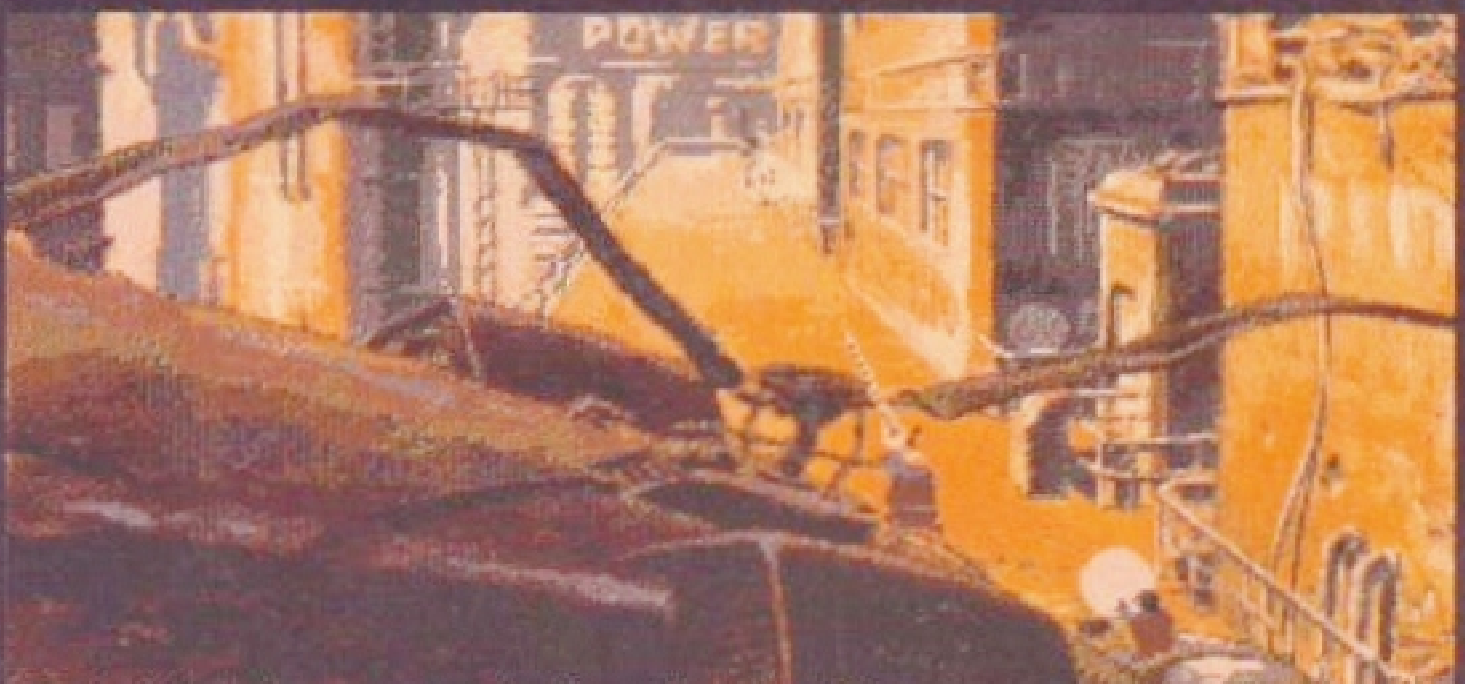
Your adventure begins when you escape from a helicopter crash caused by the mysterious LINC supercomputer which ordered your kidnap in the first place. The fickle machine then kills the security officer sent to recapture you and you're free to explore the city. Confused? You will be.

What follows is a series of puzzles, clues and snatched conversations which convince you that, not only is the world which you've so reluctantly

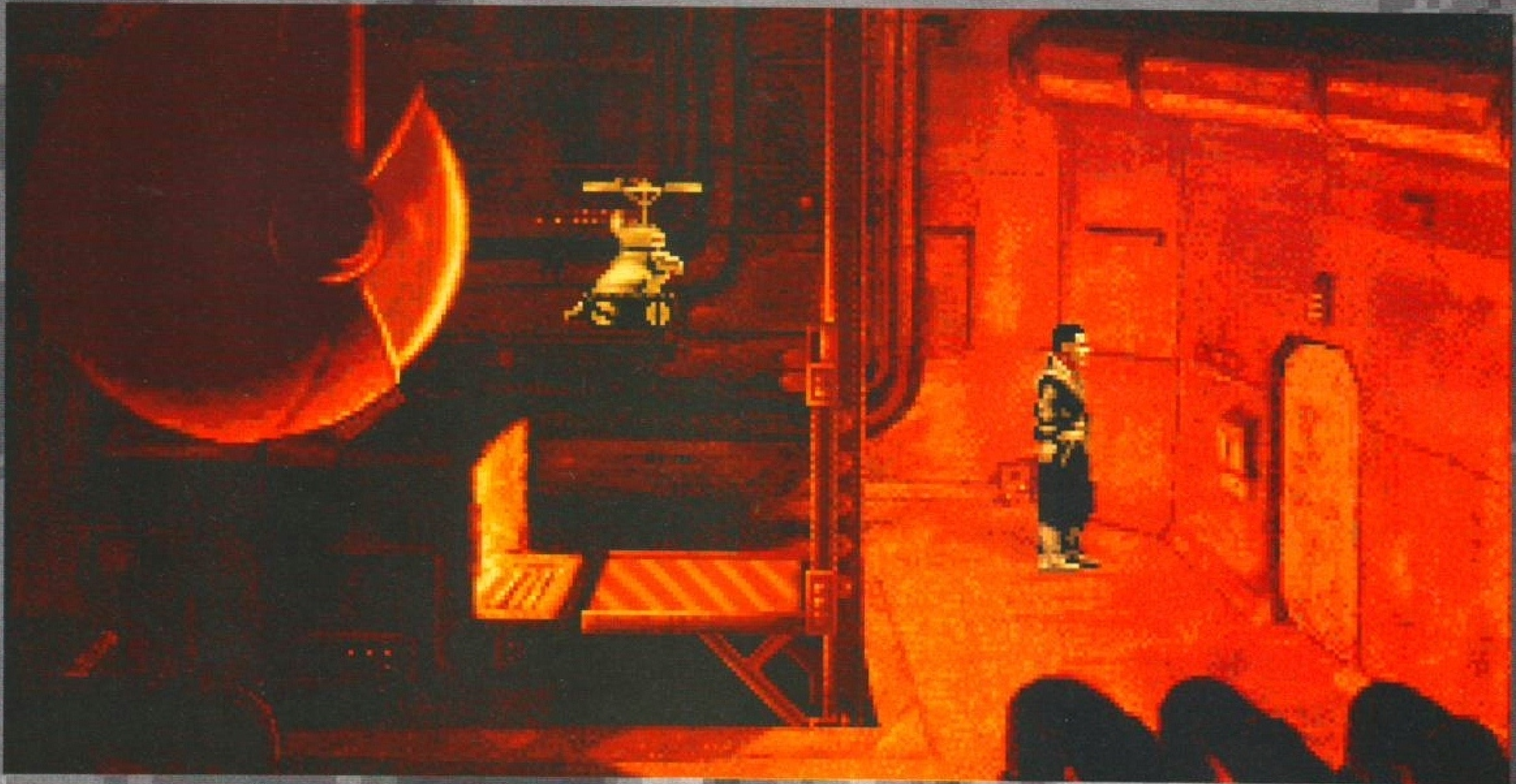
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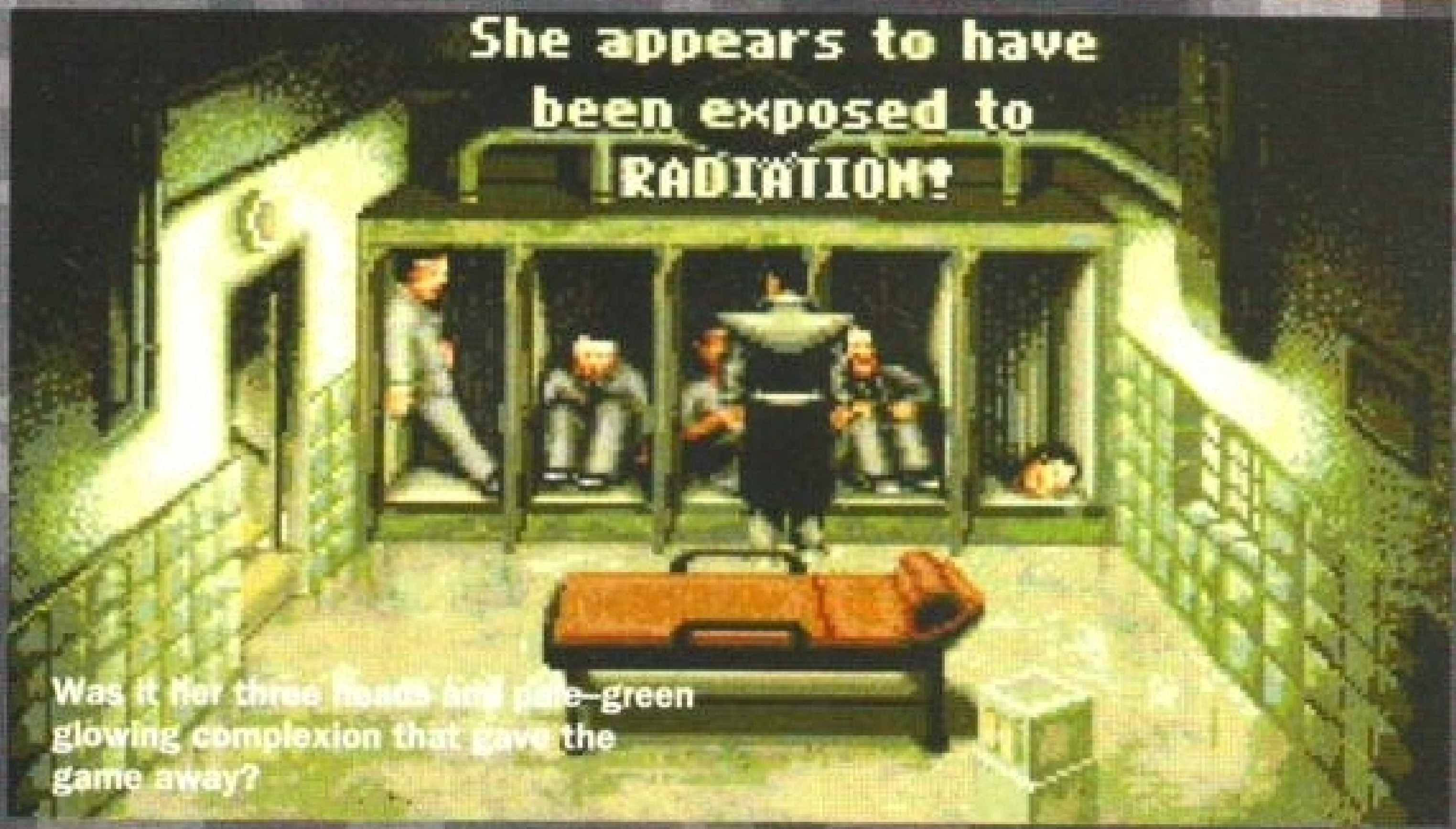




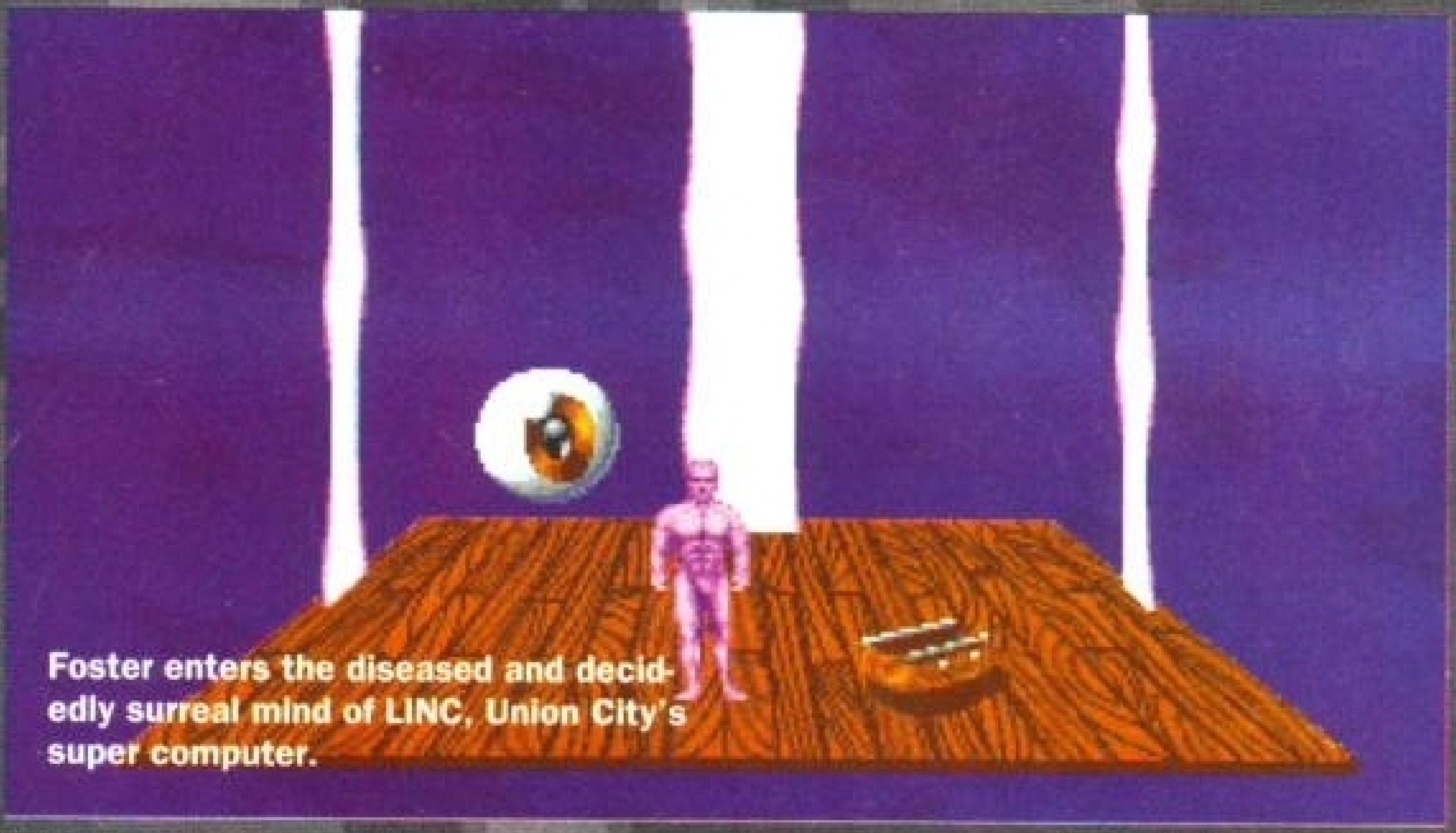
Part of the intro sequence to *Beneath A Steel Sky*: you are snatched from your wasteland home and flown to the city in a helicopter. As you are about to land the 'copter crashes and you are thrown into a mysterious world of puzzles.



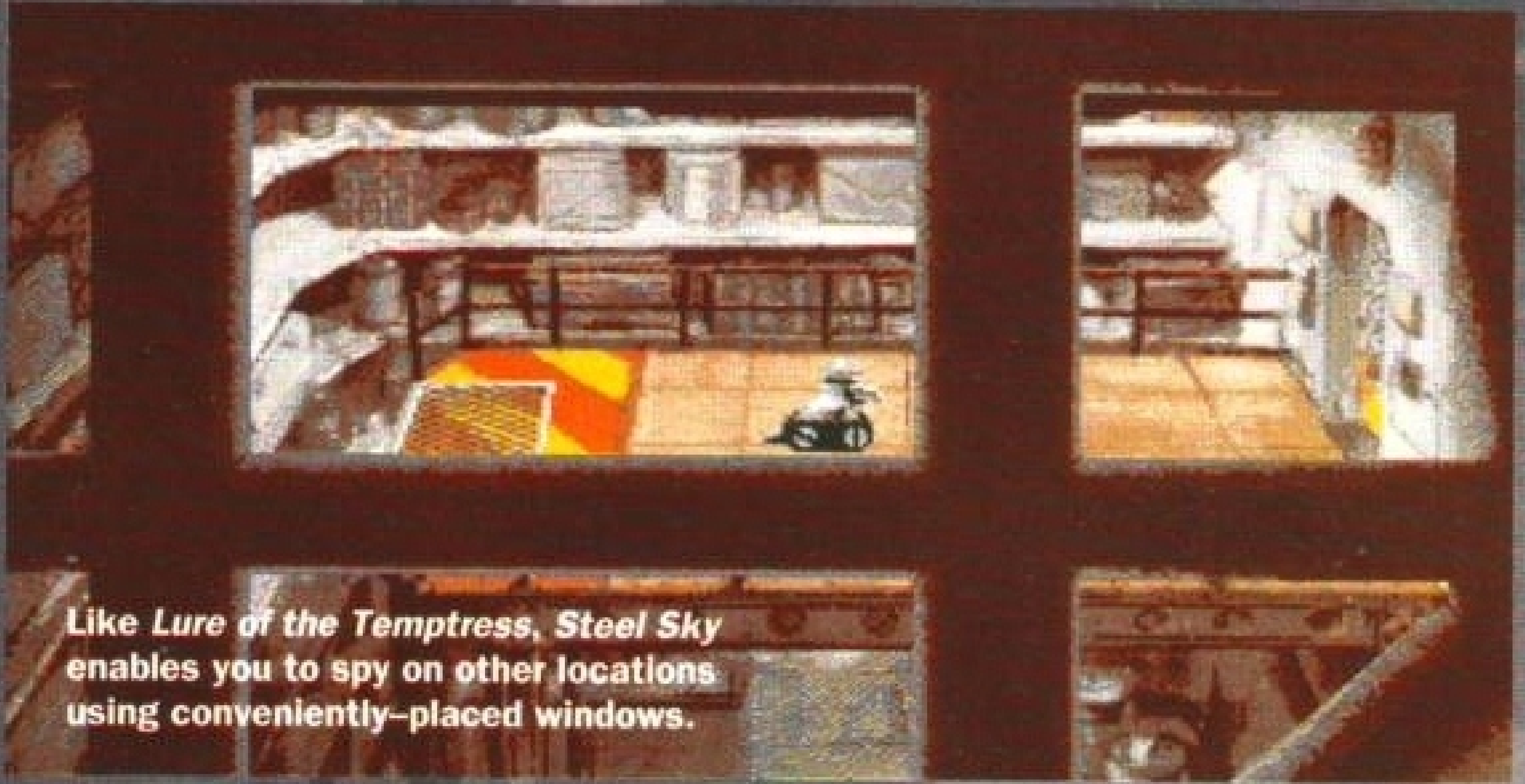
Joey the robot flies into view in the furnace room beneath the Union City factory complex. Arch enemy Reich lies the other side of the sealed door.



Was it her three heads and pale-green glowing complexion that gave the game away?



Foster enters the diseased and decidedly surreal mind of LINC, Union City's super computer.



Like *Lure of the Temptress*, *Steel Sky* enables you to spy on other locations using conveniently-placed windows.

entered come completely off its hinges, but that you, in some way, are the key to it all. With help from your sarcastic robot sidekick Joey, you act as both investigator of and catalyst to the events which later take place.

The action is set over four different levels, Factory, City, Park and Underworld, each with its own peculiar set of problems. Your first task is to escape the cordon of security forces which surrounds the helicopter crash site. You do this by exploring the bleak, industrial sector filled with mysterious pieces of machinery, computer terminals and characters like the obese and treacherous Supervisor Lamb who gladly sacrifices others' lives in pursuit of his own career.

The City level also has its fair share of unsavoury characters – there's Dr Burke, the plastic surgeon who is quite happy to accept your testicles as down payment on a brain implant and Billy Anchor, the insurance salesman with a hidden agenda. The City level is also where you find clues to Lamb's past and his unenviable collection of "pussy" videos.

Once you figure out how to get there, the Park section

“ Right from the start you know you are playing something special ”

also has its surprises – Mrs Piernot, the Gardener and the Owner of the St James nightclub all have skeletons in their respective closets and, when you reach the Underworld level, you know you're on the verge of discovering something major with giant spiders and Replicants intent on spoiling your chances of success. Perhaps the weirdest parts of the game, though, are the sequences inside LINC's brain. Here you find a parallel universe full of laser beam eyeballs and carpet bags which owes more to surrealist painting than *Torvak the Warrior*.

Beneath A Steel Sky is an exceptional game. Right from the very beginning you know you're playing something a bit special.

The whole thing absolutely reeks atmosphere from comic book artist Dave Gibbons' *Blade Runner*-ish backgrounds to the spot-on sound effects. *Beneath A Steel Sky* is a game of substance.

Programmers Revolution Software have gone out of their way to ensure the game plays as logically as possible, so you never get frustratingly stuck on any of the many puzzles for too long. You quickly learn that the various keys



Foster takes time out from wandering around the mysterious city and trying to solve the *Steel Sky* mystery by feeding Supervisor Lamb's cat and taking a gander at his Pussies on Parade collection of videos.

and keyholes are red herrings and even the most obscure tests of your abilities as an adventure gamer can be mastered with a bit of lateral thinking.

Blowing the doors open on the steam room's control panel is merely a case of flicking the off switch, removing the light bulb and sticking a bit of plastic explosive (putty) in the vacant light socket. But it can take you a heck of a long time trying to work out a puzzle like that.

Rooms with a view

Revolution's much vaunted Virtual Theatre also works well. It means you can peek through windows at other rooms and the characters within them and you know that when you send Joey the robot off to do something he'll do it without you having to hold his hand every inch of the way.

In some cases, it's downright dangerous trying to do something yourself when your robot pal can do it for you.

The game is also very much aimed at an adult audience. There are plenty of double-entendres, one-liners and sight gags, but the humour never appears forced or gratuitous as it has done in other graphic adventures such as *Simon The Sorcerer*.

Still, no game's perfect (right?) and *Beneath A Steel Sky* is no exception. With 13 disks, you're in for a host of disk-swapping and accessing which can slow things down considerably.

If you own a hard disk, the game is a lot easier on your stress levels, but still takes a long time install – over two hours, in fact.

Sky's the limit

Within the game itself, there are irritating niggles too. Moving Foster around a screen can get annoying if Joey gets in your way and the manner in which characters have to jostle for position when you want to talk to them can get aggravating.

Another annoying factor is that it's incredibly easy to die. If you stick Foster in the wrong place at the wrong time and he takes a fatal tumble, your only recourse is to restore from your last saved game position. You never found Guybrush Threepwood carrying on like that.

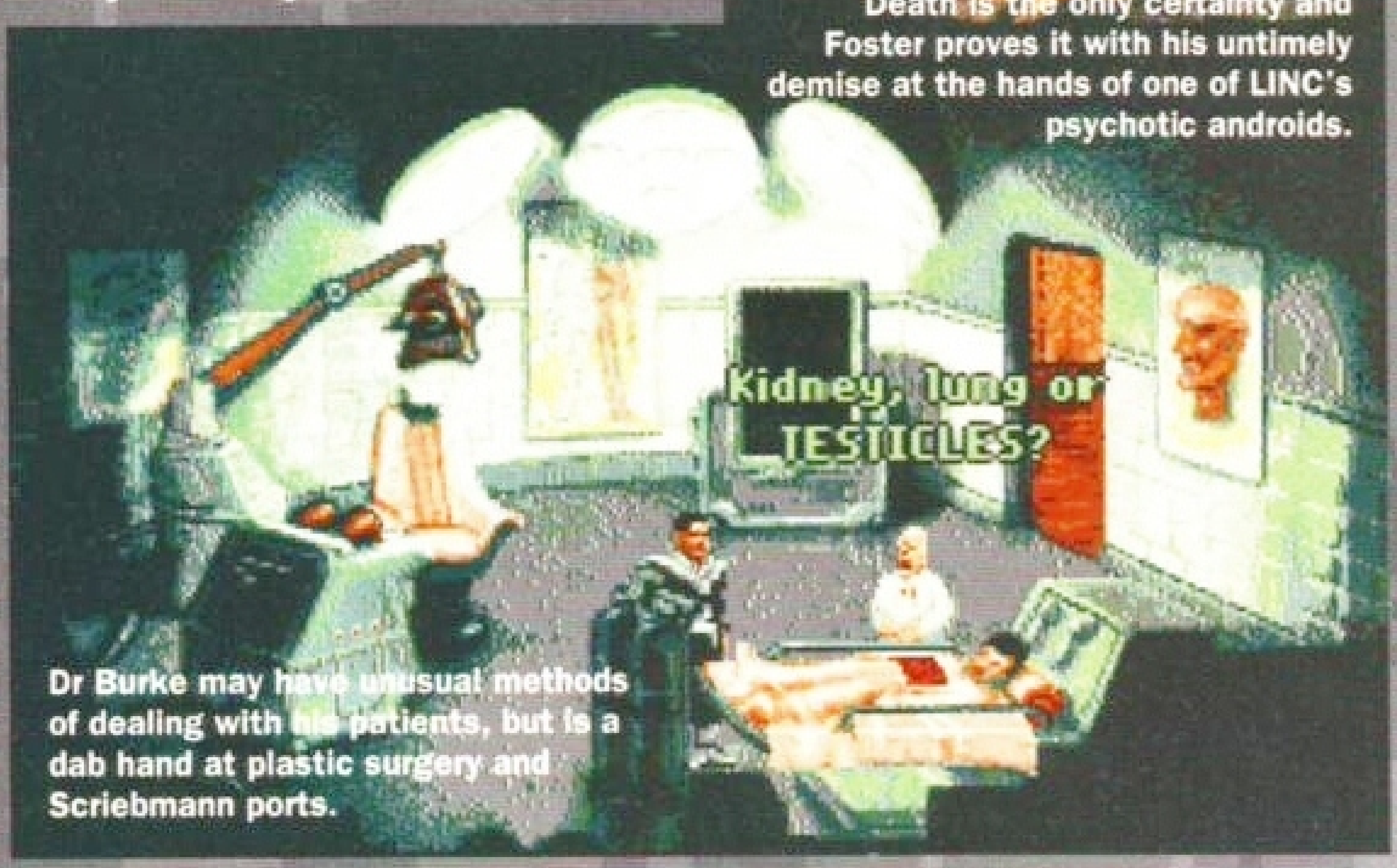
These are minor glitches in an otherwise thoroughly enjoyable game. The controls are well set-up – left click tells you about an object or person, right click performs an action and you only use the icons or menu bars to select an object from your inventory.

Beneath A Steel Sky is very slick and extremely well put together. It' one of the most enjoyable Amiga graphic adventures for a long time.

Rob Mead



Death is the only certainty and Foster proves it with his untimely demise at the hands of one of LINC's psychotic androids.



Dr Burke may have unusual methods of dealing with his patients, but is a dab hand at plastic surgery and Scriebmann ports.

BENEATH A STEEL SKY



PROGRAMMERS
Revolution Software

PUBLISHER
Virgin 081-960 2255

PRICE
£34.99

RELEASED
Out now



GRAPHICS (1–10 scale)
From the astonishing intro sequence to the closing credits *Steel Sky* looks gorgeous.

SOUND (1–10 scale)
Effects are sparse, but highly effective, adding immeasurably to the game's atmosphere.

ADDICTION (1–10 scale)
Right from the start you're itching to find out more. *Steel Sky* keeps you guessing all the way.

PLAYABILITY (1–10 scale)
Finding your way around rarely becomes a chore thanks to an intuitive control system.

VERDICT

"*Beneath A Steel Sky* is a massive, intense and atmospheric adventure which will keep you on tenterhooks right until its final startling conclusion. Utterly brilliant."

94%

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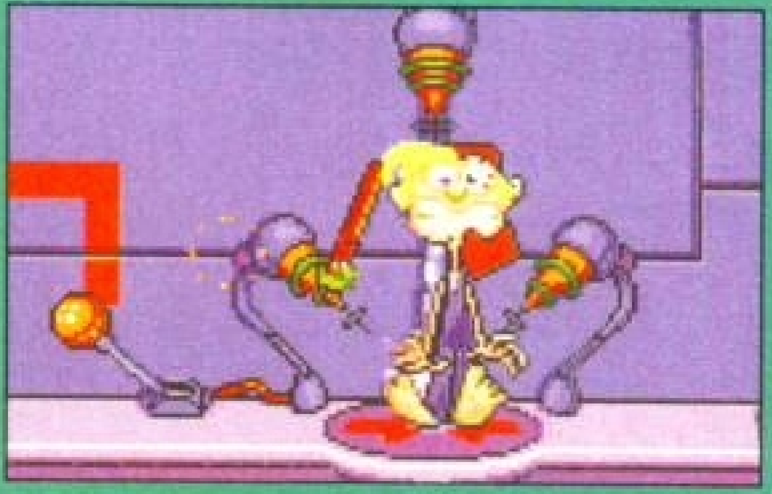
"The original *Vroom* had six tracks to race on. *F1* is twice as good in this respect – you get 11."



– Steve McGill goes back to school before reviewing top new race game *F1*.

FRANTIC PADDING!

"Team up with the world's first arboreal superhero for the most explosive cretin/tree duo since, er... since, um, well, since the last dynamic moron/plant duo you saw. Oh yes indeedy."



– Cam Winstanley forms a deep emotional bond with the stars of Core's new platform puzzler *Bubba'n'Stix*.



AMIGA GAME READ THIS!

ON SALE NOW!







PREVARICATION!



"Useless graphics, useless collision detection, useless design, useless sound, useless gameplay, useless everything. It's useless."

Stuart Campbell sits on the fence and resolutely refuses to tell us what he really thinks of *Dennis*.

AND INNUENDO!



"...a deranged parrot called Chump and a gifted warrior with a magic knob, but more of that later."

Jonathan Nash grits his teeth and interacts with some of the cuter inhabitants of Coktel Vision's *Goblins 3*.

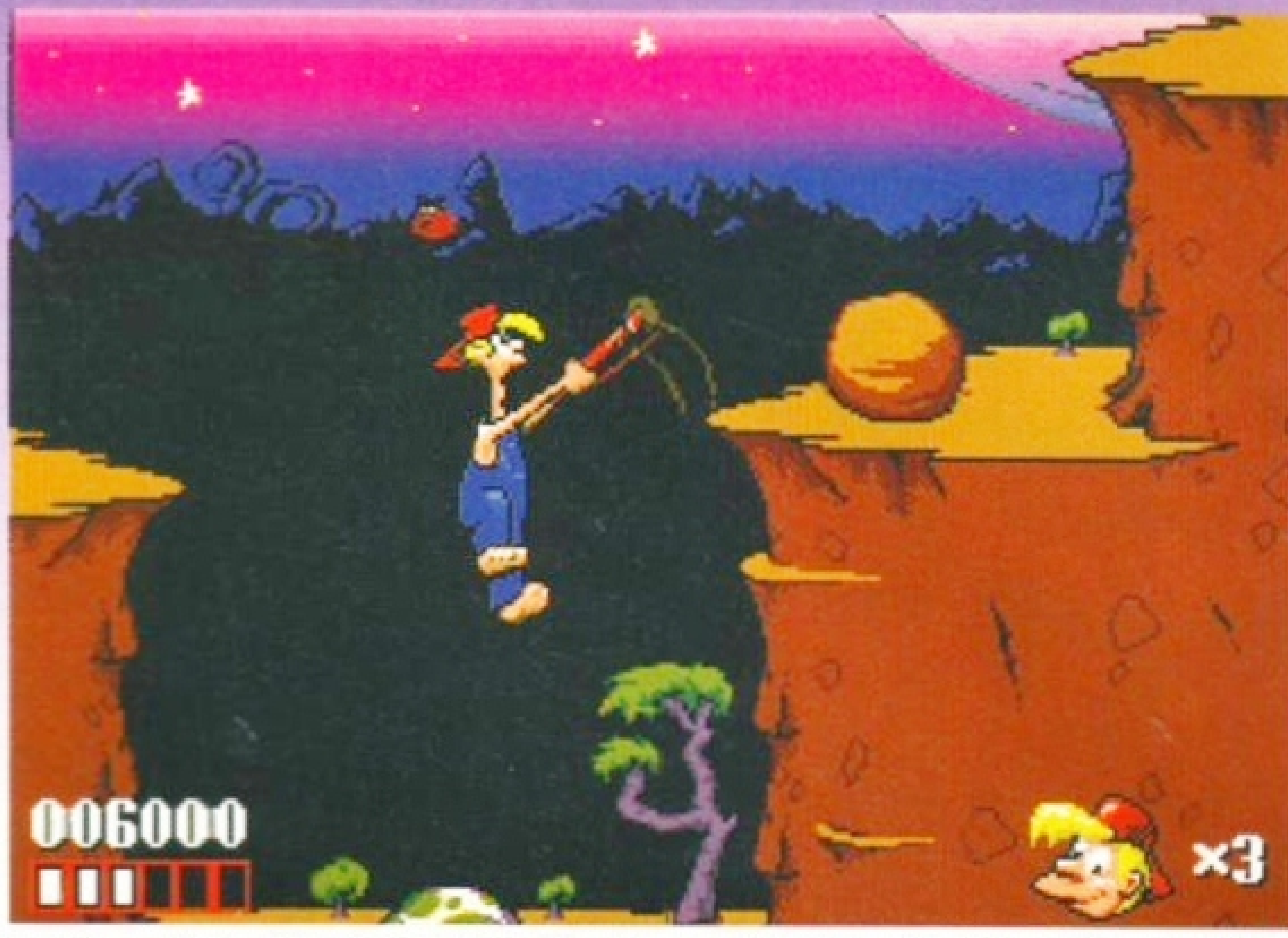
The really great thing, though, is that all of those were last month. This month's all-new issue of AMIGA POWER (the one in the big picture over there in the middle) brings you completely fresh and previously-unreleased reviews of thrilling new releases like *Innocent Until Caught* from Psygnosis, Digital Integration's long-awaited *Tornado*, Empire's Syd Mead-inspired *Maelstrom*, *Ryder Cup Golf* from Ocean and quite literally some more. We've also got another chance to win a CD32, along with the first and best CD32 update section, and even (gulp) a sort-of hardware feature, where we explore the fun you can have with a null-modem cable (whatever one of those is). And, er, all the usual stuff as well. You know.

BUBBA 'N' STIX

Just another 'here's a strange storyline that magically ports us into space so that we can have some curious creatures around' platformer or has B 'n' S got a lot more gumption?



"And with my trusty stick, I flick the lever to release the Spacehopper," said bloke with the blond quiff. And the reason for doing so is to jump up and down on him.



I really can't give the game away on how to complete these fiendish puzzles. But (in a whisper) if you jump up and chuck Stix at the rock, then the mighty boulder will...

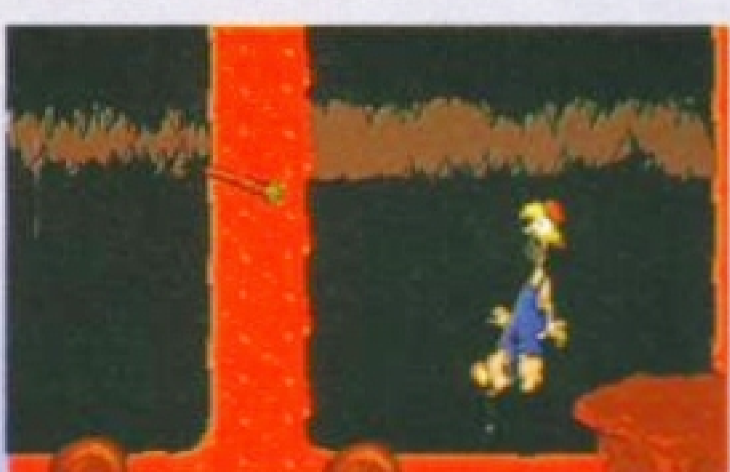
Elvis Bubba. Do you really need to know any more than that? Surely he has the finest name of any character since the delightfully monikered Guybrush Threepwood of *Monkey Island* fame? Elvis Bubba. Go on, say it a few times; let it roll across the tongue – let small globules of saliva dribble down your bottom lip.

Ahem, anyway Elvis is a good 'ole country boy, nicely bedecked in dungarees and baseball cap (peak at the back, mind) and he makes his living as a delivery man – they even let him drive the van.

Then one day, Elvis is involved in a stick-up and is kidnapped by an alien big game hunter intent on exhibiting him at his newly-founded zoo near Chester on planet Zarg. An admittedly unusual day in the life of a delivery man, but without such shenanigans we'd most likely be left with a game called Bubba 'n' Delivery Van. And that would be tedious. But to add to the excitement, the zoo-bound spaceship carrying the bizarre creatures becomes unstable (oh, no) resulting in a number of the creatures escaping. Elvis finds himself in the company of an alien stick (Stix, believe it or not) and his quest to return to Earth begins. Not that Earth wants the bloody idiot back – only kidding Bubba mate.







It's kind of like hell with Maltesers, and you'll be using the devil's language before the end of this tough old level.

Stirring up trouble

Unfortunately for our none-too-bright hero and his wooden sidekick, five levels (plus bonus levels) of platform/puzzle mayhem lie across their path – a cloud on the horizon, if you will. And the big alien hunter is not content to let our pals wander off into the sunset without so much as a by-your-leave, no siree. He turns up at regular intervals with an extremely large gun, almost like a bad penny, proverbially.

So you've got a man with a stick. What do you do, ask him what's on the end of it? Well no, for our stick is what makes this game tick. Levering boulders, thwacking baddies, rolling barrels, flicking switches – you name it, Stix takes care of it and he always returns to your side, rather like a well-behaved boomerang.

Bubba is but a bit-part actor with the odd one-liner along for the ride, while old twiglet hogs centre stage.

This, as you may have gathered, is no ordinary platform romp. All the trees have eyes, and they follow you (calm down son) and the bushes, well they've got big mouths and teeth and they bite you (is there a doctor in the house?). And aliens on motorised roller skates run you over (help).

Foliage is the foe on level one with the odd alien thrown in for good measure, although it's not the baddies that are difficult to despatch – one sound swipe with your wooden pal is usually enough to deal with them – it's the puzzles, the brain teasers that cause the hold-ups. One minute you're bowling along like a good 'un and suddenly you come to a cliff face seemingly impossible to ascend. Next you're trying to get across a pool of water and... well, you can't can you? Some of these teasers can take an age to solve but the worst are those where you know what to do and you just cannot do it. And this can make you very, very angry so don't play within earshot of



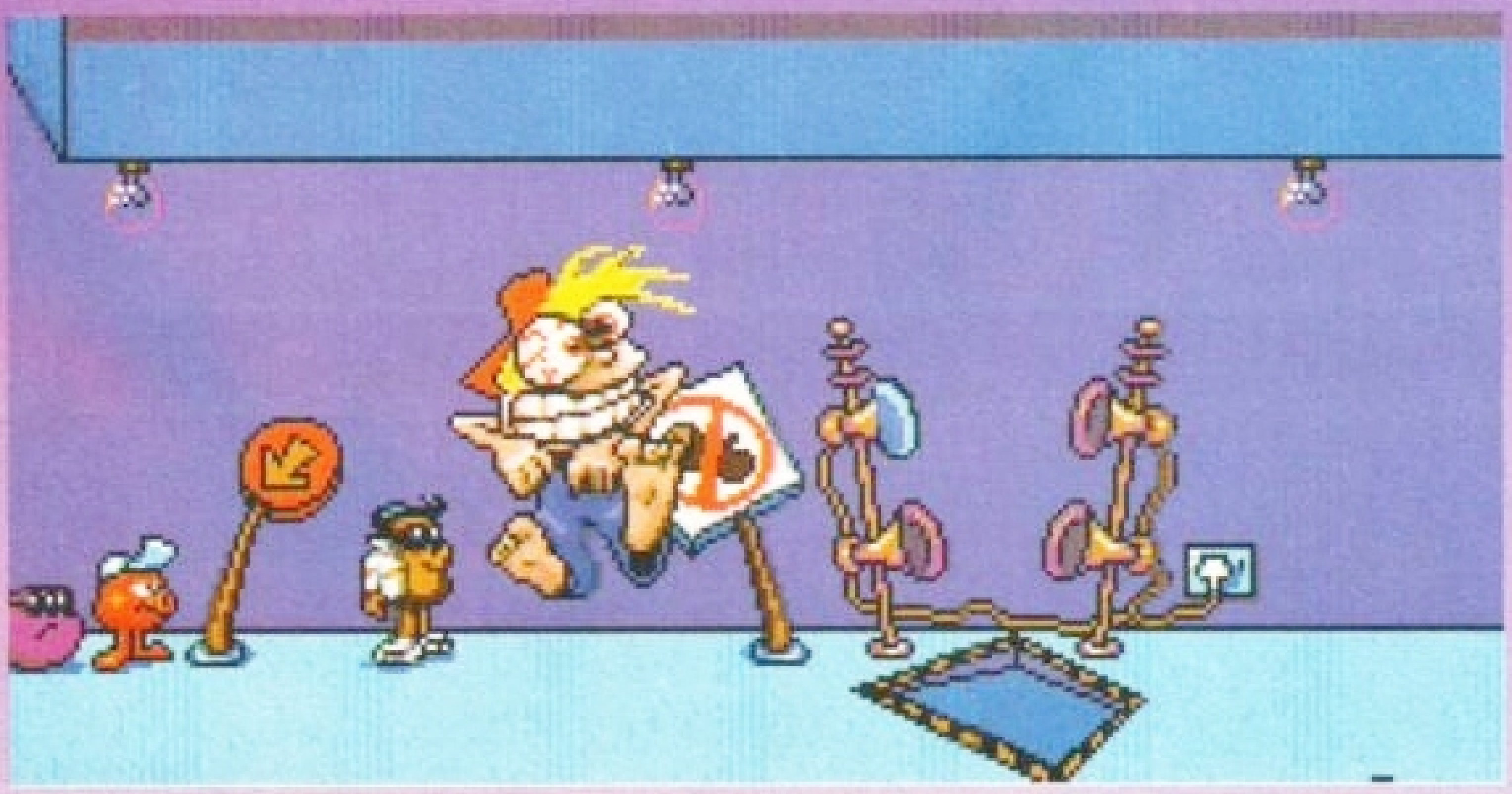
So how come these sophisticated aliens with their fancy ray-guns have to use a butterfly net to catch poor Elvis Bubba?



It's amazing how the level transporter can make incredible changes to your body matter. Just look at his face. Ha.



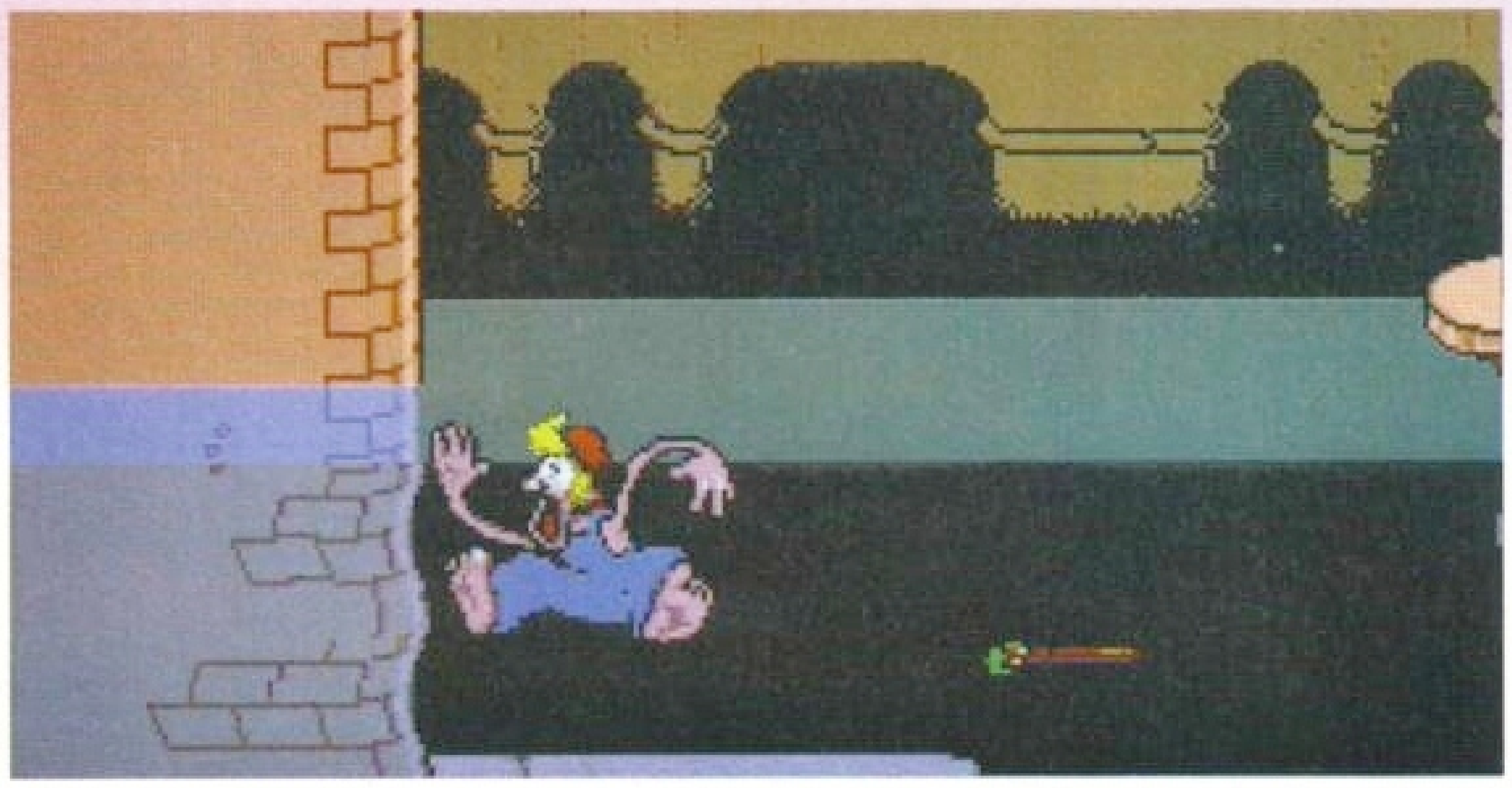
See how Elvis moves, see how he bounces and see the way he shimmies with his mate Stix. The harmless looking bush above is a coiled spring and could snap any moment.



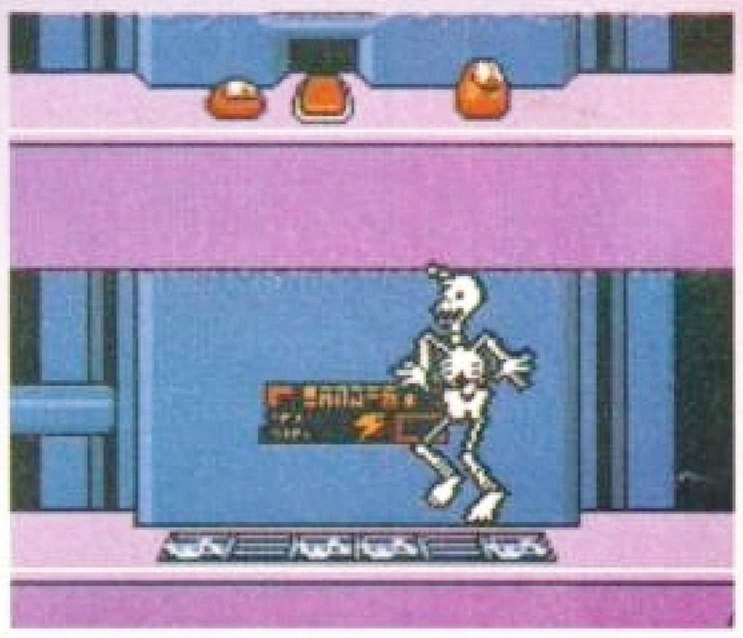
This delivery man is not a healthy bloke – in fact he looks a bit like the Tasmanian Devil cartoon character. There are certain areas which are no-go, and this is one.



Look out for the tiny green fish. They expand rapidly on impact and cause no end of pain to our Bubba.



As the old saying out in the Wild West goes, 'A man ain't a man without his trusty stick'. And this rings most true when Elvis is in deep water, unable to use his snorkle.



Electrocution is just one of many hazards the platform character must face. Abuse is an integral part of their life.

your Grandma. "Aaaarrgghhh *****", is but one of many comments that spring to mind.

But don't let the puzzles put the fear of Bubba in to you. They can be frustrating, but all you expert game-players out there should be able to crack them after a while. Still, it does help when those nice people from Core visit and show you how to do them. And we're not telling.

> " Bubba bumbles along taking all the stick while Stix gets stuck into all the sticky situations. "

The first level is really no more than a warm-up and a bit of practice will see it completed in less than three minutes. But after that it can get quite tough and the second level and beyond are far more involved. Trouble is, it's a bit difficult to assess just how much lasting appeal *Bubba 'n' Stix* has. You and I know that five levels ain't many, but the confines of game reviewing don't leave enough time to complete a game. And I certainly haven't completed this one. But we at *AF* know that many of you are better than us at games – it's a challenge for me but some may twig them a bit quicker. Clever swines.

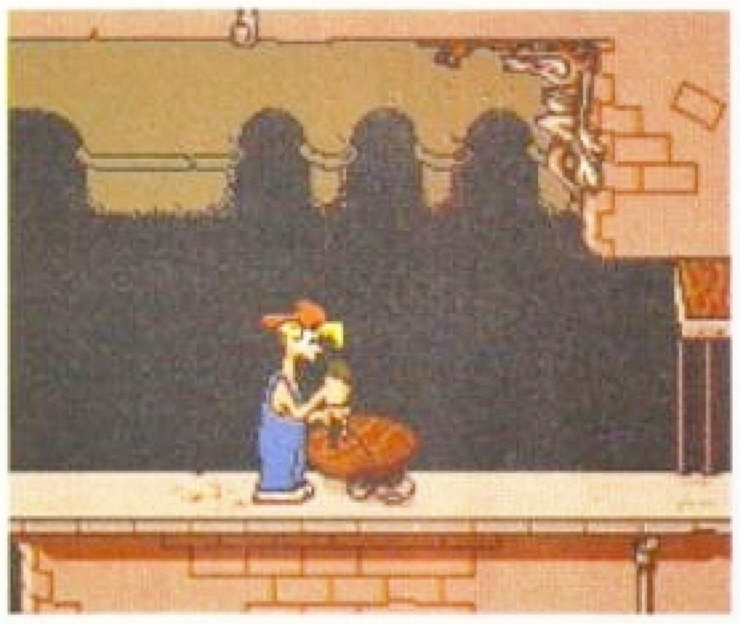
Playing *Bubba 'n' Stix* is not unlike watching a cartoon, with the hapless Bubba bumbling along taking all the stick while Stix gets well stuck into all the extremely sticky situations (what?).

Mixed bag of creatures

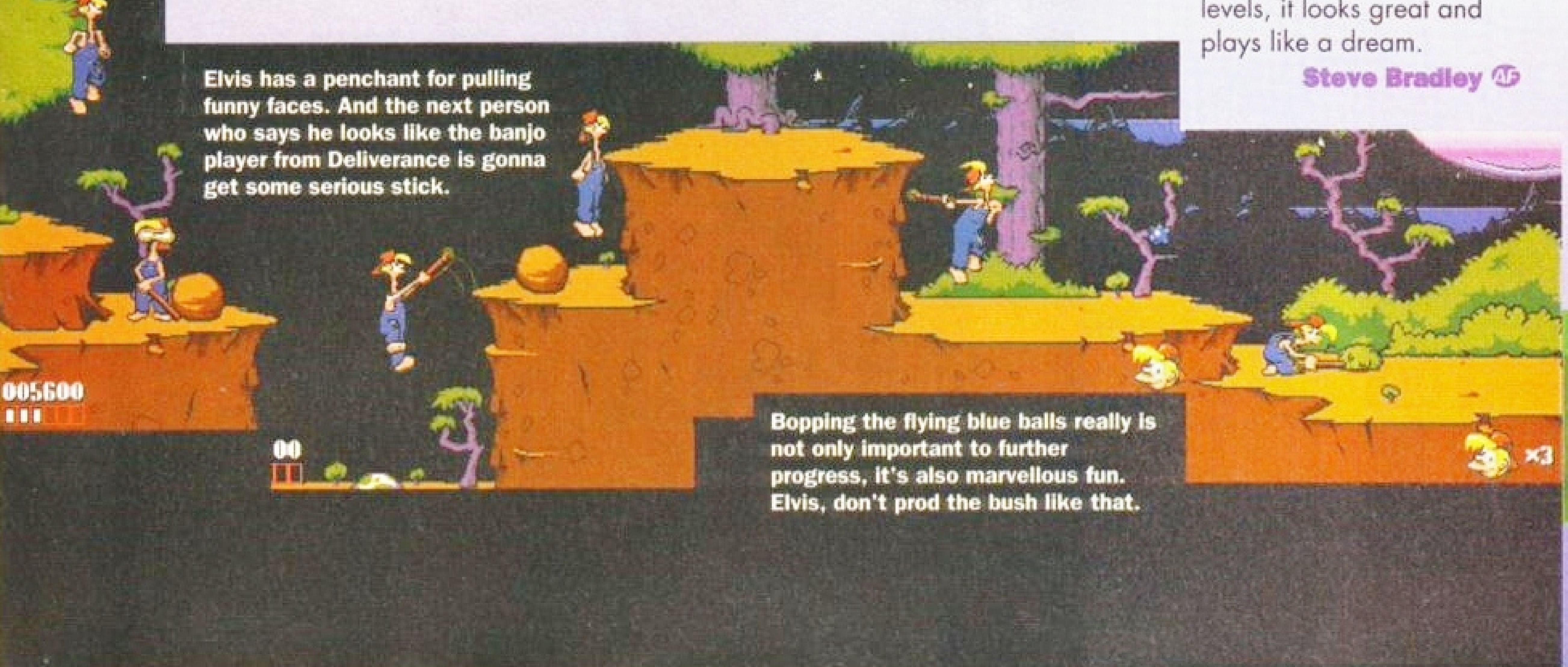
The graphics are incredibly bright and bouncy and Bubba has plenty of quirky habits – a goofy grin, a check of the watch and, not least, a silly wave. And when Stix makes contact with foe, he despatches them with a wonderfully satisfying twacking sound. There are many bizarre and interesting creatures wandering around, some friendlier than others, ranging from little blue blobby blokes to red slime with horrible tentacles that tend to relieve you of life upon close physical contact.

If one were generous, one could suggest that *Bubba 'n' Stix* is one of the most interesting and unusual platformers to recently appear. I am and it is. And despite the small number of levels, it looks great and plays like a dream.

Steve Bradley



Turn the wheel and... oh no, don't think we're giving away all the answers to the cunning puzzles.



Elvis has a penchant for pulling funny faces. And the next person who says he looks like the banjo player from Deliverance is gonna get some serious stick.

Bopping the flying blue balls really is not only important to further progress, it's also marvellous fun. Elvis, don't prod the bush like that.

BUBBA 'N' STIX



PROGRAMMERS
Mark Watson

PUBLISHER
Core Design 0332 297797

PRICE
£25.99

RELEASED
Out now

NEEDS 1 MEG

GRAPHICS
Crisp, clear, cartoon caricatures and some nice touches – like trees with eyes.

SOUND
No looney tunes, but great gasps, grunts and thwacks. Nice to have no in-game music.

ADDICTION
Please tell me how to get past this bit. Maddening, you really have to go back for more.

PLAYABILITY
Unusual and quirky, how much you enjoy it depends on how good a player you are.

VERDICT

" Bubba 'n' Stix is more fun than you can shake a stick at, although five levels may be a little on the sparse side for the competant platform players out there. "

85%

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WINTER OLYMPICS



The Winter Olympics conjures up images of John Curry, Torvil and Dean, Martin Bell, David Vine – and his super V-neck sweaters. And this year they're being held in the delightful Lillehammer. Formerly an East German shotputter, she's now a ski resort in Norway and looking forward to hosting the '94 Games.

US Gold were first in the queue for the endorsed game of The Games and you can now take part with up to three mates. Unfortunately there's no ice dancing, but can you see your mate wanting to wear a skirt? No matter, there are six sports to tackle (with 14 disciplines in all) and three difficulty levels. Try out full or mini olympics, or practise an event of your choosing.

Skiing's a super sport. We at *AF* love our bi-annual week on the piste, but the beer's expensive. Despite the joy of the real slope, to date skiing games have left a lot to be desired. And *Winter Olympics*, true to alpine computer game form, has its hits and its misses.

Faster! faster! faster!

Biathlon is a mixture of cross-country skiing and rifle target shooting which involves frantic joystick waggling over a short period of time – the faster you waggle, the closer you get to the targets. Reach the target and you have to be deadly accurate with the bullets because every miss costs a valuable minute in your overall score. The shooting section works very well but the joystick waggling becomes a bind after a few goes. Hit and miss.

Winter Olympics is best in multi-player mode. There's far greater satisfaction to be gained from out ski-jumping your fellow player than beating some computer opponent from Lapland. And the jumping and bobsleigh – both difficult events to simulate – work well. The alpine section includes downhill, slalom and giant slalom – a mixture of balance, accuracy between the gates, and extreme pace is required.



Big thighs - that's what you need for short track speed skating for it's one heck of a tough event.

Turn on and off-able

The in-game music is awful although this is almost a prerequisite for such games. Fortunately, it can be turned off but the sound effects fall somewhat short of spectacular. Visually, *Winter Olympics* looks quite good, particularly the backdrop to the downhill event but other skiing games can match it. The sprites are large with plenty of detail and even the sleighs look like bob.

On the whole, *Winter Olympics* is the best collection of ice-based sports games yet. Most events work well although the speed skating is disappointing; but not as much as the price – a whopping £32.99. Mind, these licences don't come cheap. As an alternative you could try *Superski 2* at a third of the price, but it's not as good.

Steve Bradley



Purple is the in-colour on the slopes this year. Here The Games start with the traditional torching ceremony.



After carrying a rifle across the snowy wastes it only seems prudent to put it to good use. Shoot the organiser.



The push-off builds up speed for the rest of the run, but make sure all your team are in the bob before the black line.

WINTER OLYMPICS



PROGRAMMERS
In house

PUBLISHER
US Gold 021- 625 3366

PRICE
£32.99

RELEASED
Out now

NEEDS 1 MEG

GRAPHICS 1 2 3 4 5 6 7 8 9 10

Average-to-good looker, with some attractive backdrops and large sprites.

SOUND 1 2 3 4 5 6 7 8 9 10

Appalling in-game music and swishy snow effects. Nothing to get excited about.

ADDICTION 1 2 3 4 5 6 7 8 9 10

Played with friends, *Winter Olympics* will have a reasonable life span.

PLAYABILITY 1 2 3 4 5 6 7 8 9 10

A playable and enjoyable romp through the Norwegian hills with Lille Hammer.

VERDICT

"Speed is the name of the game in this collection of winter sports. They are fun to play, but they're also flawed in parts and the high price tag could make you feel a bit piste off."

70%

european computer user

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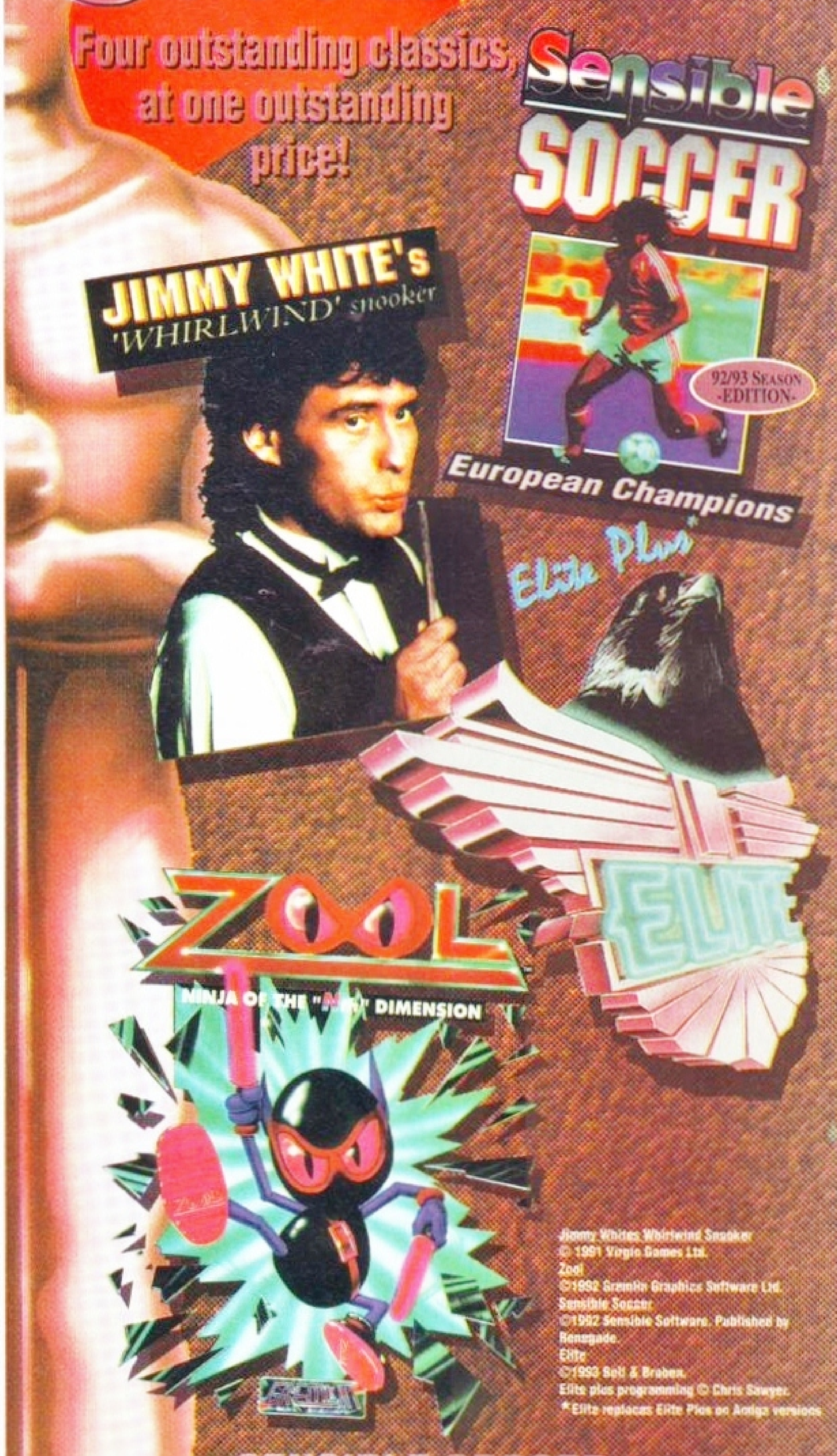
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*Elite replaces Elite Plus on Amiga versions

SENSIBLE SOCCER

"Definitely, without the merest inkling of a suggestion of a shadow of a doubt, the best football game ever." Amiga Power - 93%

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Impressive as the 3D is, it's only one aspect of a game chockfull of brilliant features. PC Review 9

ELITE-ELITE Plus

"Quite simply the most original game-play since the birth of computer entertainment. An all time classic. PC Format.

ZOOL

"Zool conforms in every way to what you'd expect from a perfect cutesy platform game. And in doing so has become the perfect platform game... If you like all things cute and colourful, you'll love this, and if you aren't predisposed to platform games you'll still love it." Amiga Format Gold 95%

empire SOFTWARE

FLY HARDER

CD32 AND 1MB AMIGA

Strange name for a game *Fly Harder*. Does it mean you're not trying hard enough? And how does it know if you haven't played the game before? But more of that later.

Anyway, a rum bunch known as the Targoid insect people have taken over the good planet Zarkow and installed reactors that exploit the planet's resources - oh crumbs. Why can't these aliens ever be called the Smith insect folk, and why can't they invade planet Tompkins? But I digress.

Your boss, Captain Jenkins – oh all right, it's Captain Nokdar – is sending you in to blow the reactors to zargoreens; I mean smithereens. Hurrah, at last, a proper word.

To destroy these parasitic reactors, you must fly past a cunningly-placed energy sphere which then follows your ship, before dropping it on a reactor and hey presto – Kaboom!

Unfortunately this is not as easy as it sounds. And to cap it all, this darn stupid planet has something called gravity so your ship bobs and rolls like a drunken duck. This makes some of the incredibly tricky manoeuvres nigh on impossible.

Fly Harder is available on both floppy and CD format - the CD32 joypad offers reasonable control while joysticks are a bind. But by far the best way to manoeuvre your ship is with the keyboard which gives much closer control.

So, with eight levels of thrusting mayhem ahead, it's one heck of a tough task. After the initial shock of crashing 40 times on the trot, *Fly Harder* becomes extremely addictive.

Tough and rumble

Sure, this isn't the most sophisticated of fare, but most of you haven't been to Leeds so you won't know what sophistication is anyway. It's really no more than *Space Invaders*, *Asteroids*, *Thrust* and *Defender* put into a large pot, boiled and served with a bit of garnish. But you can't stop playing it.

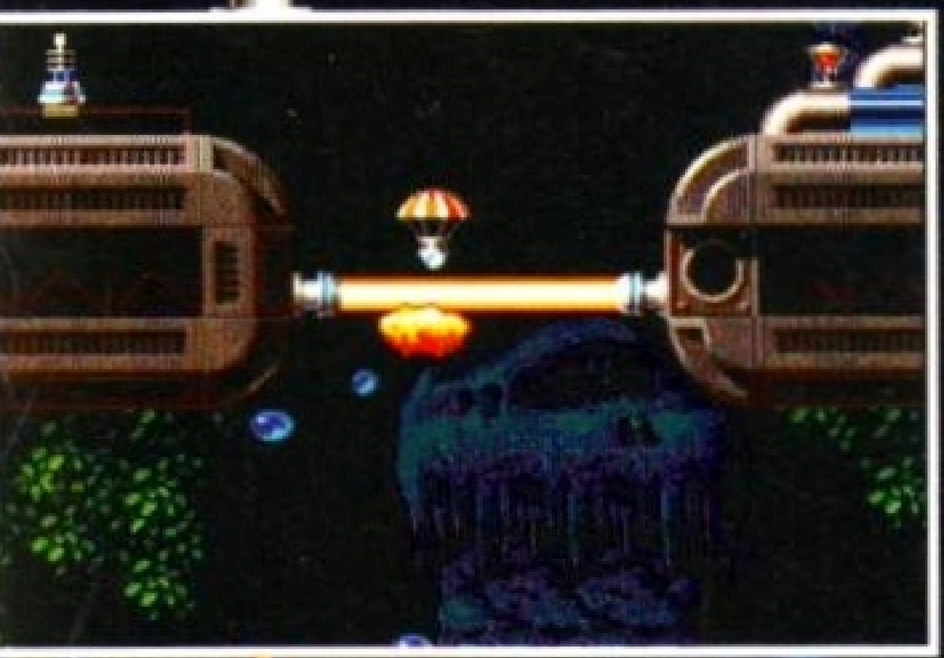
Baddies abound. They range from bullet-spewing ground guns to parachuting bombs to spaceships that follow you all over the shop, and if that wasn't trouble enough, laser beams protect the areas where the all-important energy spheres are located. But a sneaky bullet on the nearest orange button will turn them off, although you can guarantee that on your return, they'll be on again. So *Fly Harder* isn't just an out and out shoot-em-up, there are little tasks that have to be undertaken before you complete a mission.

The actual playing area of some of the missions is no more than a couple of screens, although this doesn't mean that they're easy. Getting past level two has provided the *AF* team with a major challenge. Here the gravity changes halfway down the screen – one minute you float downward, next you're pulled up. And as you progress, sorry, if you progress, to further levels, the aliens proliferate and the manoeuvres become still trickier. But don't be put off, because *Fly Harder* is fun (don't play it when your Gran's in the room though because the expletives fly when the going gets tough).

For those who have ambitions to follow the infamous Birdman, he who interrupts boxing and football matches while dropping in on the Queen now and again, then *Fly Harder* is the perfect training ground.

Stephen Bradley





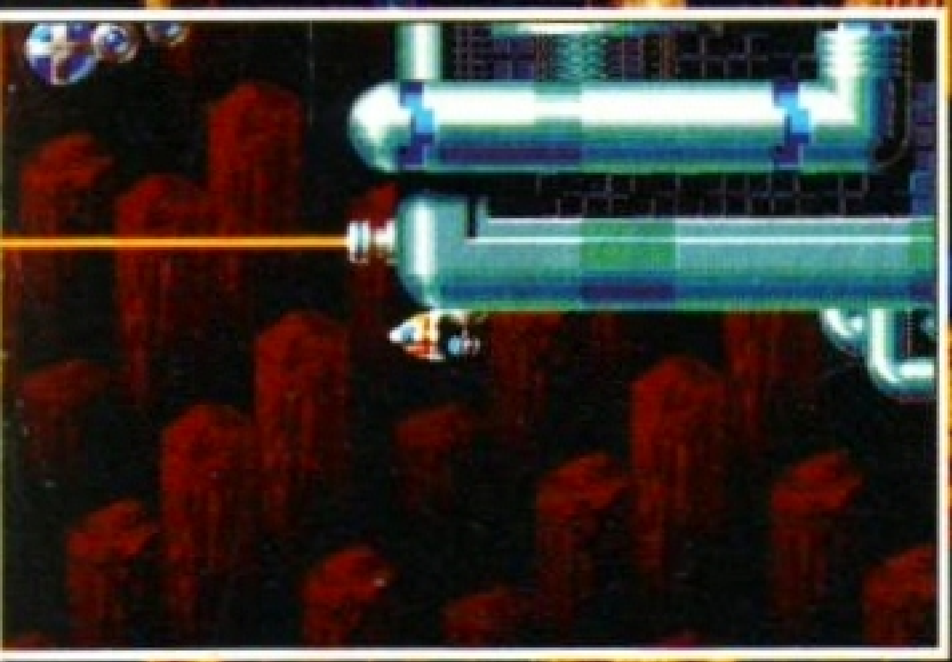
The laser beams protect the areas where spheres are located. Fire on the orange button to turn them off.



It's a tricky operation picking up the energy sphere and actually connecting with the target is really tough.



The secret is in the controlling of the ship. Move slowly and the sphere stays by your side.



Sucked inexorably towards death, the pilot bravely faces the inevitable before shouting, "B*******".

FLY HARDER



PROGRAMMERS
Starbyte

PUBLISHER
Buzz 0709 372290

PRICE
CD32 £14.99,
1 Mb Amiga £9.99

RELEASED
Out now

NEEDS 1 MEG

GRAPHICS 1 2 3 4 5 6 7 8 9 10

Some lovely touches, particularly the backdrops - check out the statues on level three.

SOUND 1 2 3 4 5 6 7 8 9 10

I prefer *Fly Harder* without the in-game music. Nice blips, bops and bangs.

ADDICTION 1 2 3 4 5 6 7 8 9 10

You will play this game all day, but beware, you may lose some of your hair.

PLAYABILITY 1 2 3 4 5 6 7 8 9 10

Rather difficult to control the ship, but *Fly Harder* is absolutely tremendous.

VERDICT

" Fly Harder is a shoot-em-up in the classic mould. Loads of blasting, piles of aliens, an uncontrollable ship and some ridiculously tough levels. Yes, we love it. "

87%

BATMAN RETURNS



The Penguin's dirty Red Triangle Circus Gang provide formidable opposition to the Caped Crusader and the other members of the Gotham City Neighbourhood Watch.

He's back and he's still wearing the same clothes. Though I'm sure they've been carefully laundered by Alfred.

Now then friends, we all know Batman is a superhero but here he is faced with such fiends as Catwomen, the Penguin and the oddly-named Red Triangle Circus Gang. (Remember the Red Hand Gang? Well it's not them.) And even the Dark Knight needs a helping hand. That's where you come in, if you buy the game, of course. And where the hell's Robin when you need him? Oh, he left to set up that restaurant, didn't he?

Not surprisingly, the latest shenanigans take place in the Caped Crusader's home, Gotham City. Not that he lives in the centre, the Batcave is located in a salubrious suburb. And a potent cocktail the action is too (not! - well, *Wayne's World* is back), with elements of beat-em-up and shoot-em-up as well as the usual platform horsin' around. It's a serious business.

Five levels of madness await as the Batmeister journeys across the great city battling against acrobats, stilt-walkers and even mad motorcyclists. Weapons available to quell the fools include the Batrope, Baterang (very useful, sometimes), time bomb and Batdisk.

Batman Returns lacks excitement and atmosphere and it seems the money was spent acquiring the official licence rather than on the game itself.

Graphically, it's poor and even though around a tenner less than most games, it's still a tremendous disappointment. Batman himself is small and extremely tough to control, and by jove, the in-game music is appalling. Very sad.

Stephen Bradley



More evil than Evil Knievel, the bikers are best avoided.

BATMAN RETURNS

PROGRAMMERS
John Heap, Roy Bannon

PUBLISHER
Gametek 0753 553445

PRICE
£14.99

RELEASED
TBA

48%

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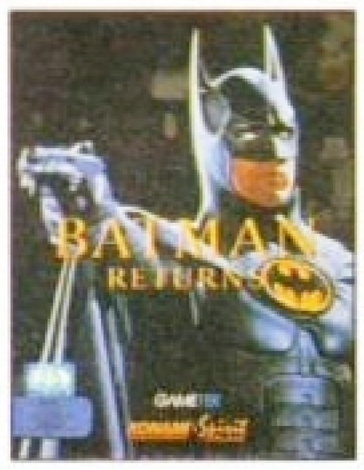
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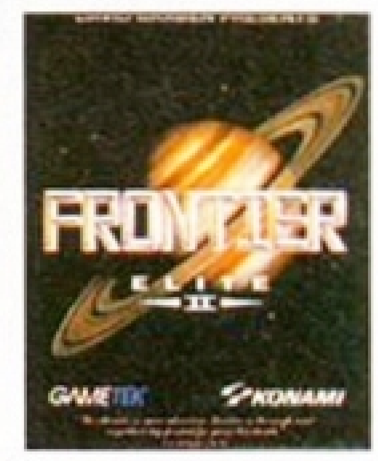
BATMAN RETURNS



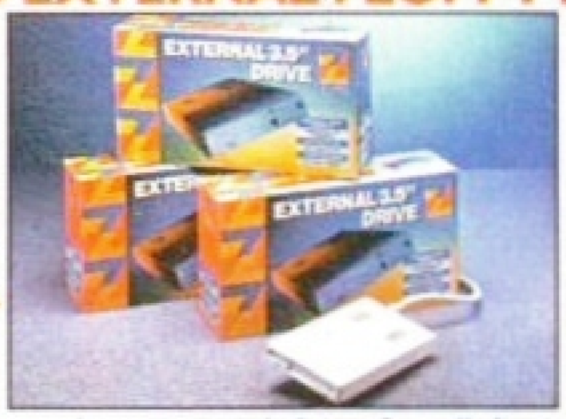
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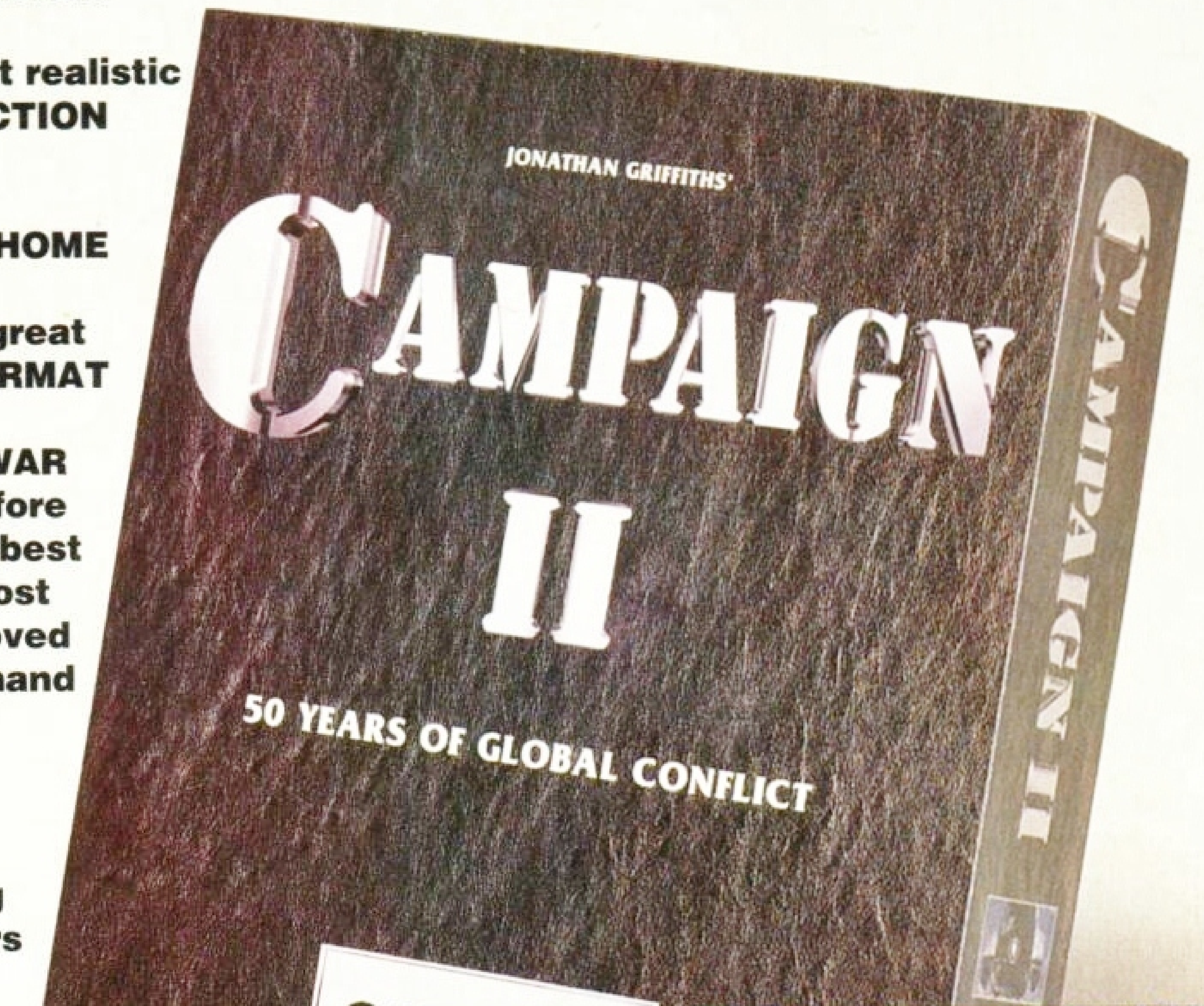
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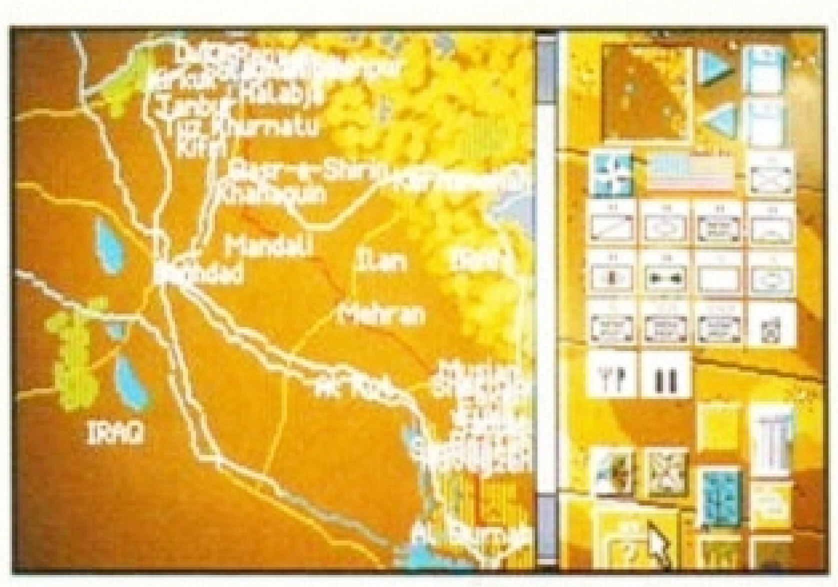
"A complex game with easy controls and great depth - smart." **AMIGA FORMAT**

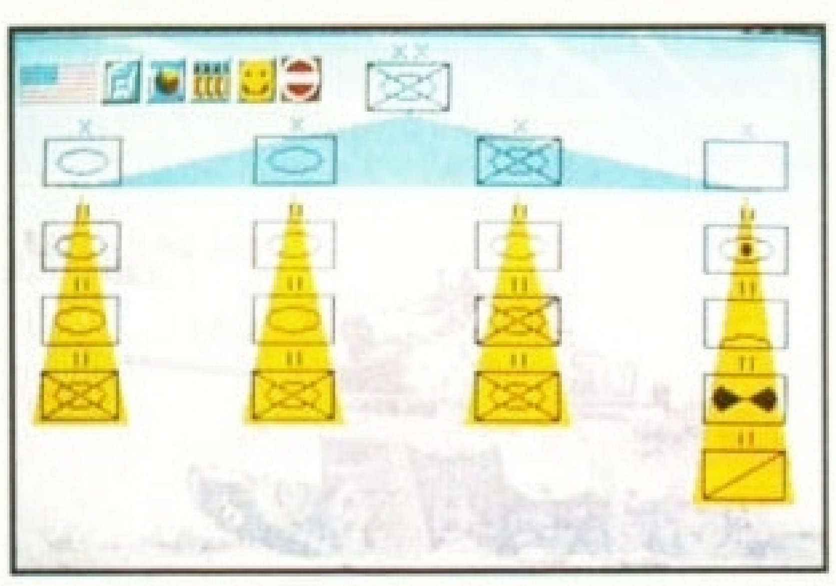
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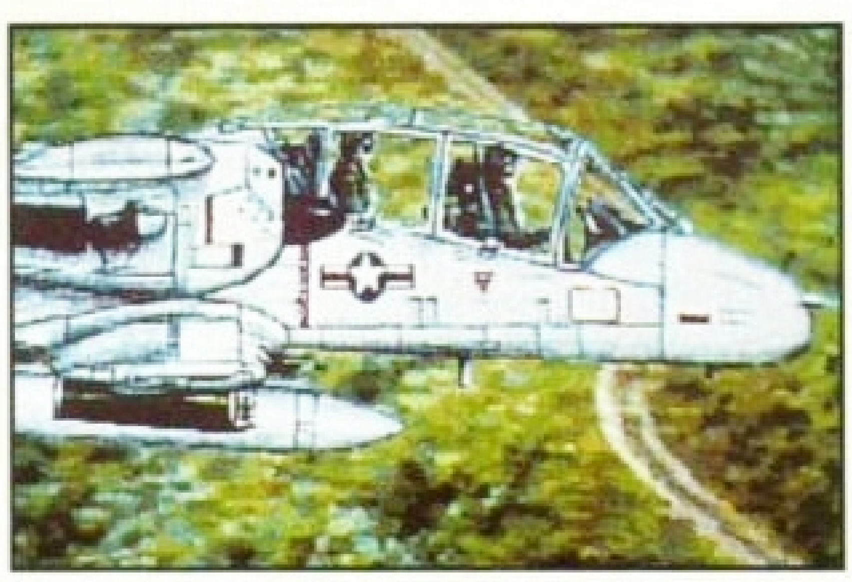
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The biggest scaredy-cat this side of the lion in the *Wizard of Oz* comes face to face with his arch enemies the spacehopping monkeys and giant gorilla.

BRIAN THE LION



Lions are big fat scary things that roam around the African plains preying on those cute little bouncy deer with bobbly white tails. They are vicious evil animals that only care for their own survival and don t spare a thought for anything or anyone else.

They are not cuddly, fluffy animals that risk their own lives for the sake of inanimate objects that have been captured by paranoid ugly dragons named Geezer. So, how anyone came up with the idea for a cutsie platformer with a lion named Brian for a hero I will never know.

Brian the Lion is a game set over 40 or so levels, which comes complete with the usual promises that this one is going to be bigger than *Sonic, Mario* or *Zool.* The game designers have done their best to come up with an amusing tale to spice up the dull act a little, but since when did characters with names like Barry the Bear and Chris the Crystal cause a riot down your local?

The gameplay is the usual, run and bounce from one end of the level to the other and bop a few baddies on your way. Brian can get hold of extra weapons in the cloud shop, such as a particularly scary roar to crumble his opponents to death and a super high bounce, but this doesn t add to the excitement. Before you can even use the special weapons you need to collect loads of little blue gems and then find the cloud shop. Yawn

One, two, three...

The in-game graphics are so cute they could make Genghis Khan go Ahhhh . Not only is the animation on the sprites incredibly smooth, but the colourful backgrounds scroll with the grace of Audrey Hepburn. However, the intro and inbetweeny scenes are a different matter.

Apparently I was supposed to be amazed by the stunning SNES Mode 7-style graphical effects at the beginning of the game, when the map view zooms in to show you exactly where Brian is on the island. Well, the jerky juddering of the blurred forests and jungles didn t do much to impress me.

The map, even when it s sitting still, is a little confusing, you re never quite sure if there s more to explore in an area or not. You can return to any place on the map if you want to explore it further, but there are no landmarks to help you recognise any of the locations.

Dot on the landscape

Each level is represented by a small dot on the map. If the dot is orange, the route through is straightforward left to right. But if the dot is blue there is a warp in the shape of an aptly named tornado to whizz you off to a secret level. Ordinary levels have secret bits too — they re often marked by the odd signpost or three.

The game is huge, there s no denying it, there are loads of places to explore, lots of baddies to swipe at, and there are a few different styles of gameplay to try out. There s a flying section when you hop on the back of a skylark and an underwatery bit where Brian dons his snorkel and fends off the terrors of the deep to collect those precious gems.

But they all have the same platformy feel to them, there s really no difference in the way you play the special sections to the ordinary platform bits, except for subtle changes in control, perhaps.

Everything in the game adds up to a feeling of sameness. When you re exploring new areas it always feels like you re retreading the same ground. If the programmers were trying to find a substitute for *Sonic* on the Amiga then they ve failed. But if they were just counting *Brian* as an exercise in designing sprites then they ve passed with flying colours.

Clur Hodgson

BRIAN THE LION

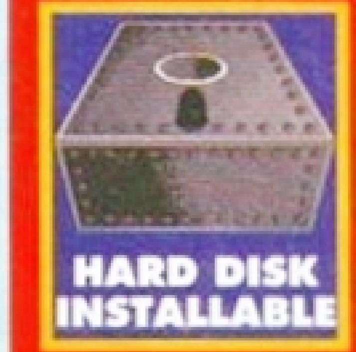


PROGRAMMERS
Reflections (M Edmondson)

PUBLISHER
Psygnosis 051-709 5755

PRICE
£29.99

RELEASED
Feb 28





GRAPHICS
Smooth and graceful, yet with a cute, cuddly and exceedingly colourful look to them.

SOUND
The music changes with the scenery and that's about it. Nothing particularly dynamic.

ADDICTION
If you get the urge to load it up for a second time, then you deserve a medal.

PLAYABILITY
OK, but damn dull. There really is nothing here that will keep you coming back for more.

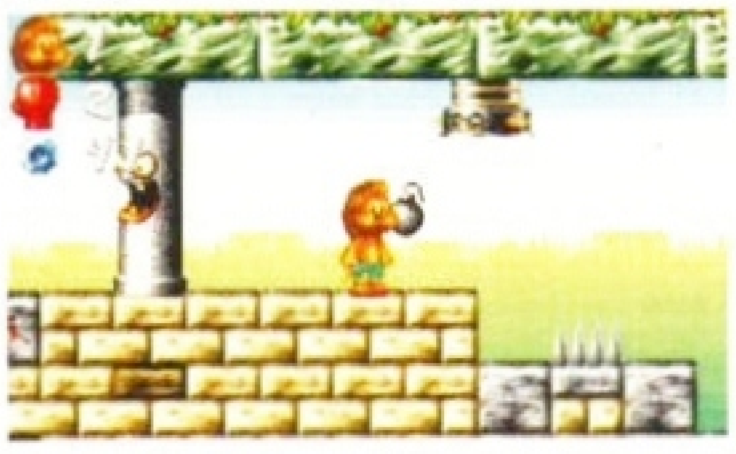
VERDICT

" *Brian the Lion* is certainly big enough and bold enough to stave off the fiercest competition but unfortunately it's also boring enough to send you to sleep. "

49%



I just can't get over those incredible SNES Mode 7-style graphics, can you?



The bombs are proximity sensitive, go near one and, boom, Brian is hyena food.



Now this is more like true lion behaviour: Brian takes a well-aimed swipe at the weedy tigers and lets out a mighty roar only to scare himself silly in the process.

WIPE AWAY THOSE FOOTBALL BLUES

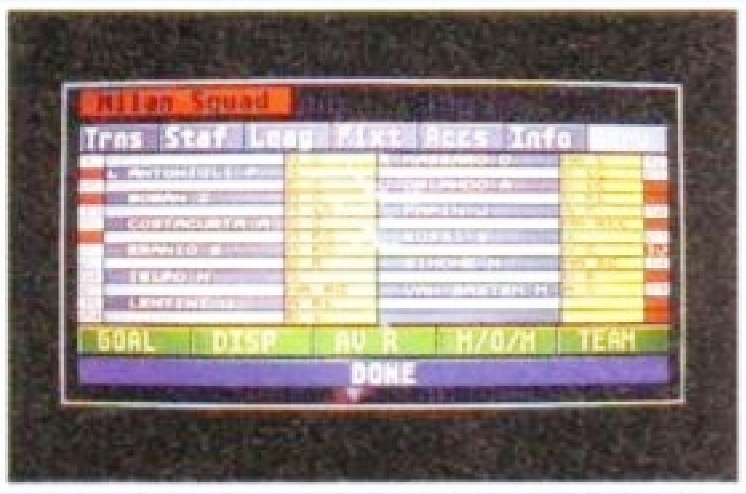
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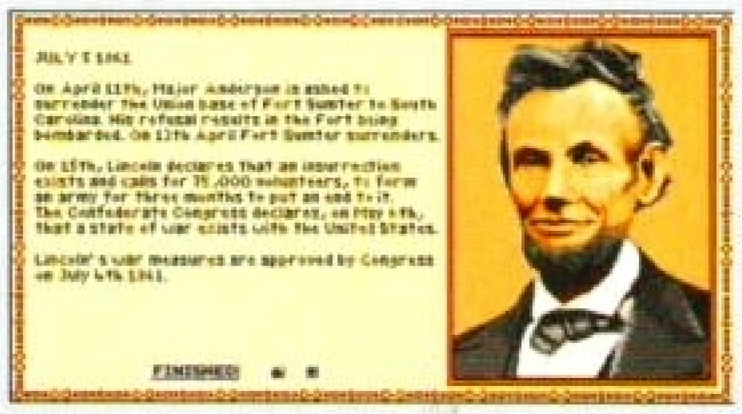
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From time to time *The Blue And The Grey* flags up important historical events.

THE BLUE & THE GREY

There can be fewer more fascinating slices of modern history than the American Civil War. Between 1860 and 1865, the Confederate armies of the south and the Yankee forces of the north fought it out over the future direction of the American state. Now *Cohort 2* programmer Edward Grabowski has created a historically accurate re–enactment of the conflict with *The Blue And The Grey*.

You can choose to play either Yankee or Confederate forces, controlling a number of key strategic cities, complete with cavalry, infantry and artillery. You also have an increasing number of recruits and transports at your disposal to help swing the conflict in your direction.



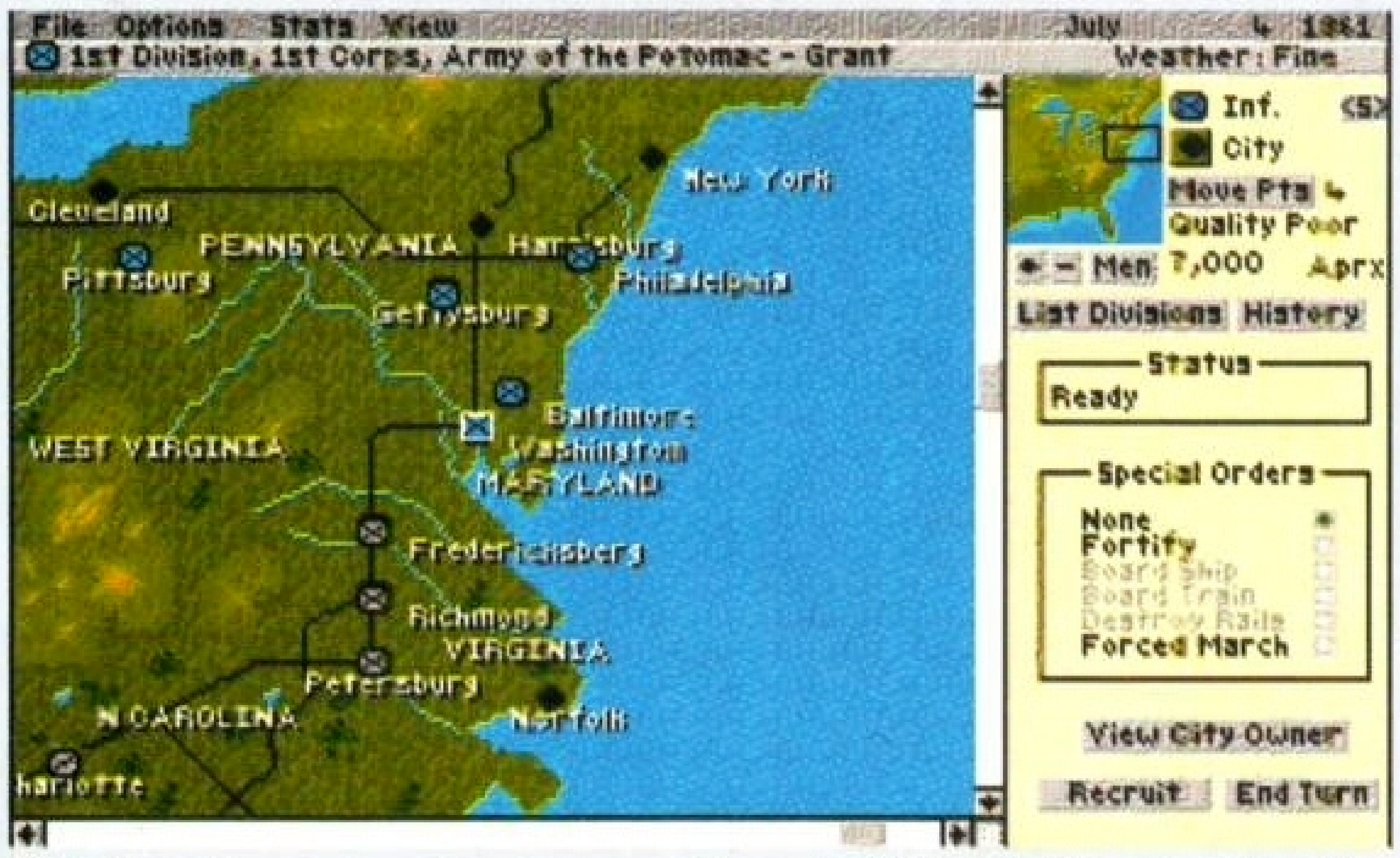
Even though the Yankees are a superior fighting force in all respects, the wily Confederates are often able to snatch victory from the jaws of defeat.

Yankee Doodle Dandy

There are two main menus where you plan your strategy. The first is a simple map screen showing all the cities, states and armies at your disposal, the second portrays a battlefield using *Cohort 2*'s Micro Miniature system which lets you move individual troops, units or battalions across the wargaming arena.

It's blindingly obvious right from the start you're in for a very dull time. Scrolling around the map screen is tear–inducingly slow and you spend more time staring at the ceiling in frustration than you do looking at the events unfolding in front of you. And you can look forward to almost constant disk accesses as you try to swap between the different menus. Even the battle sections are tedious with dozens of soldier sprites jerking around the battlefield with all the fluidity of a robotics champion at a Japanese disco. The sound effects are pretty laughable too – get more than a couple of units of cavalry on screen at the same time and the neighing sounds degenerate into a series of peculiar piggish oinks.

But by far the worst thing about this game are the controls. All of the commands are a series of buttons requiring only left or right mouse clicks to activate them.



Go to the main map screen to move your units and battalions to different parts of the country where you can engage the enemy's forces in battle.

Finger clickin' bad

The system is so insensitive you find yourself having to click three or four times get something to work and then, more often than not, the stupid game selects the wrong option, especially where the pull down menus are concerned. It's enough to make you start a war of your own.

It's not (nearly) all bad though. The longer you play, the more you actually begin to care about the fate of the troops and cities at your command, and you get to learn quite a bit about American history thanks to the Gazetteer which pops up from time to time.

Rob Mead

THE BLUE AND THE GREY

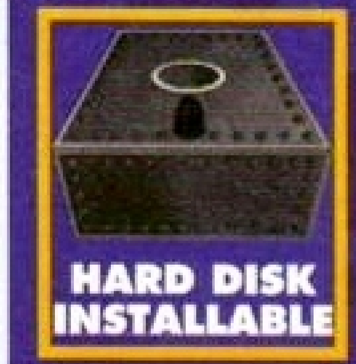


PROGRAMMERS
Edward Grabowski

PUBLISHER
Impressions 071-351 2133

PRICE
£34.99

RELEASED
Out now





GRAPHICS 3/10
No-one has ever bought a wargame for the visuals and they're not about to start now.

SOUND 2/10
No amount of gunshot sounds can deter from the fact that the horses sound like stuck pigs.

ADDICTION 4/10
You'll slowly get dragged in, but there more exciting ways to spend your time.

PLAYABILITY 2/10
An interesting topic is spoiled by the slow game engine and unfriendly controls.

VERDICT

"Although *The Blue And The Grey* is an historically accurate portrayal of the American Civil War, it is too tedious for anyone but the most ardent wargamers to get to grips with."

52%


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CD32 GAME

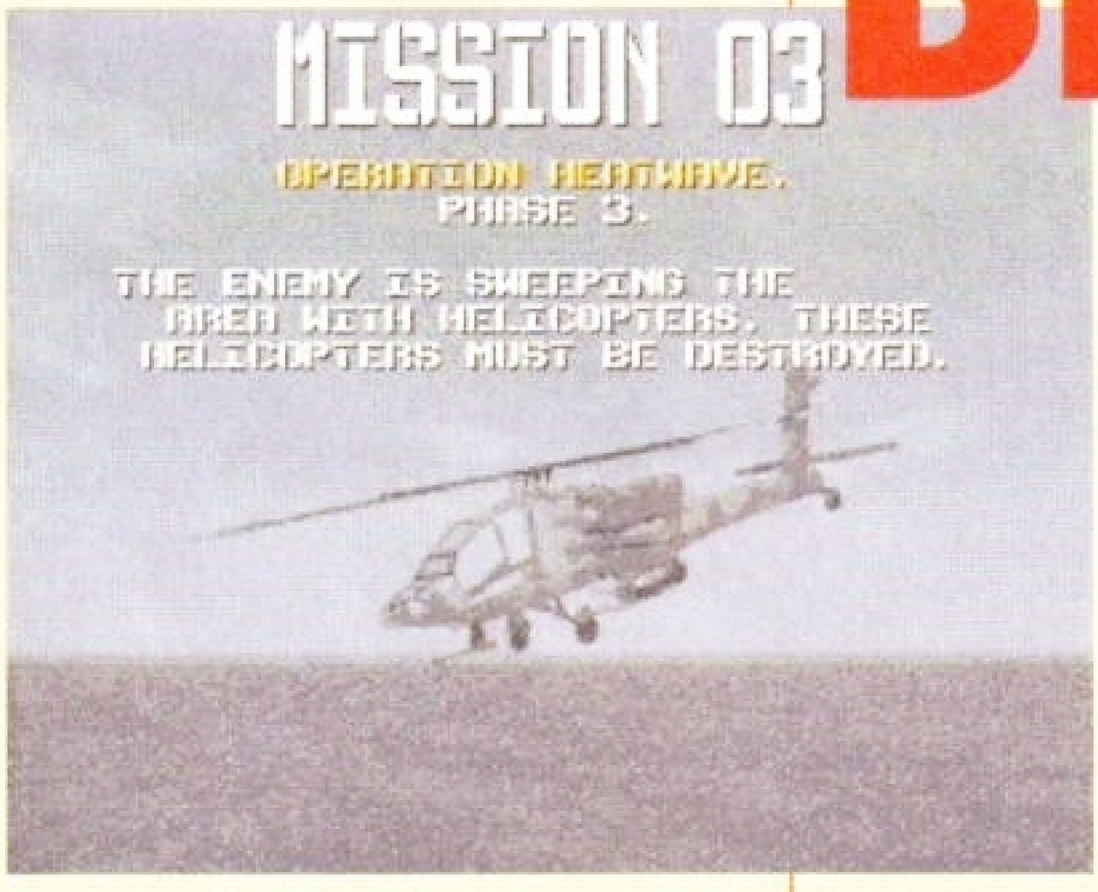
Our man at the joypad Stephen Bradley spins the latest discs on the amazing Amiga CD32 to give you his tips for the top and tell you what's hot and what's not...

CONTACT NUMBERS
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SEEK AND DESTROY



For fast and furious action, *Seek And Destroy* outpaces its illustrious rival *Desert Strike*.





Mindscape ■ £25.99 ■ Out now

It's all well and good flying in the face of fashion; that's easy to cope with, but flying in the face of hordes of enemy choppers, ground to air missiles and battalions of soldiers is a completely different kettle of fish.

Seek and Destroy, make no bones, is one of the toughest shoot-em-ups around. The 14 missions and then some more, over desert, sea, snow and jungle terrain are the ingredients that ensure even the canniest gameplayers are tested.

As the pilot of an Apache helicopter, your task is to fly off and destroy enough bases to complete a mission, but even in the earlier levels, the enemy more often than not, have the Indian sign over you.

Fortune favours the brave warrior though and we at *AF* find the best tactic is to fly over the bases shooting like billy-o. You always end up dead but it's damned good fun.

Seek and Destroy uses an overhead perspective to great effect – when spinning the chopper around, the scenery rotates effectively and scrolls smoothly. Using the joypad enables greater control because the weapons are more easily accessed – they include guns, rockets, napalm and missiles. Unlike *Desert Strike*, *Seek and Destroy* has few tactical elements, nor does it look as good but as an out-and-out shoot–em–up it's certainly in the same league. My only reservation about *Seek and Destroy* is that it's just so difficult, but in terms of playability, *Seek and Destroy* is excellent and a real challenge for blast-em fans.

Just when you think the enemy base is within striking distance, up pop the helicopters to scupper your plans.

83%

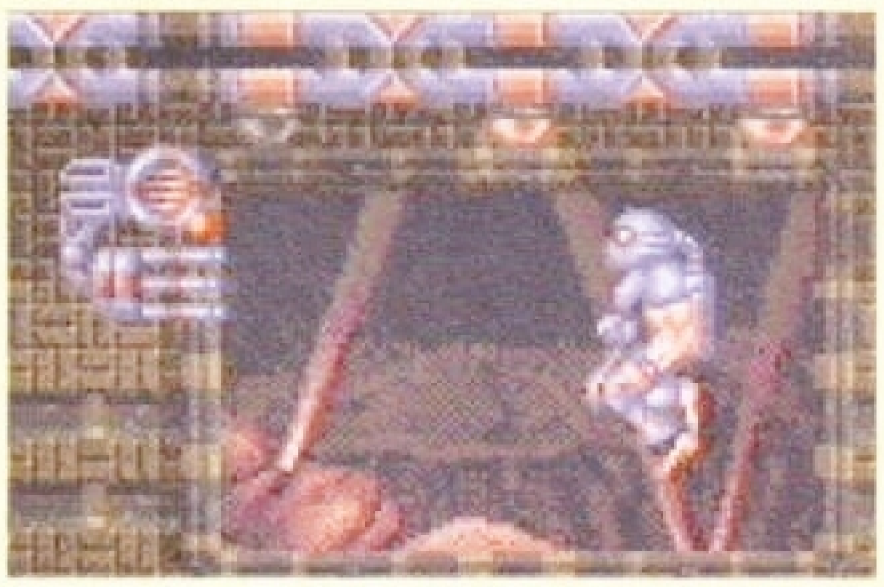
DEEP CORE

ICE ■ £25.99 ■ Out now

When the main protagonist in a game goes by the name of Captain Dawnrazor, confidence is immediately inspired. How can the aliens defeat such an obvious leader, such a warrior, such a... kaboom!

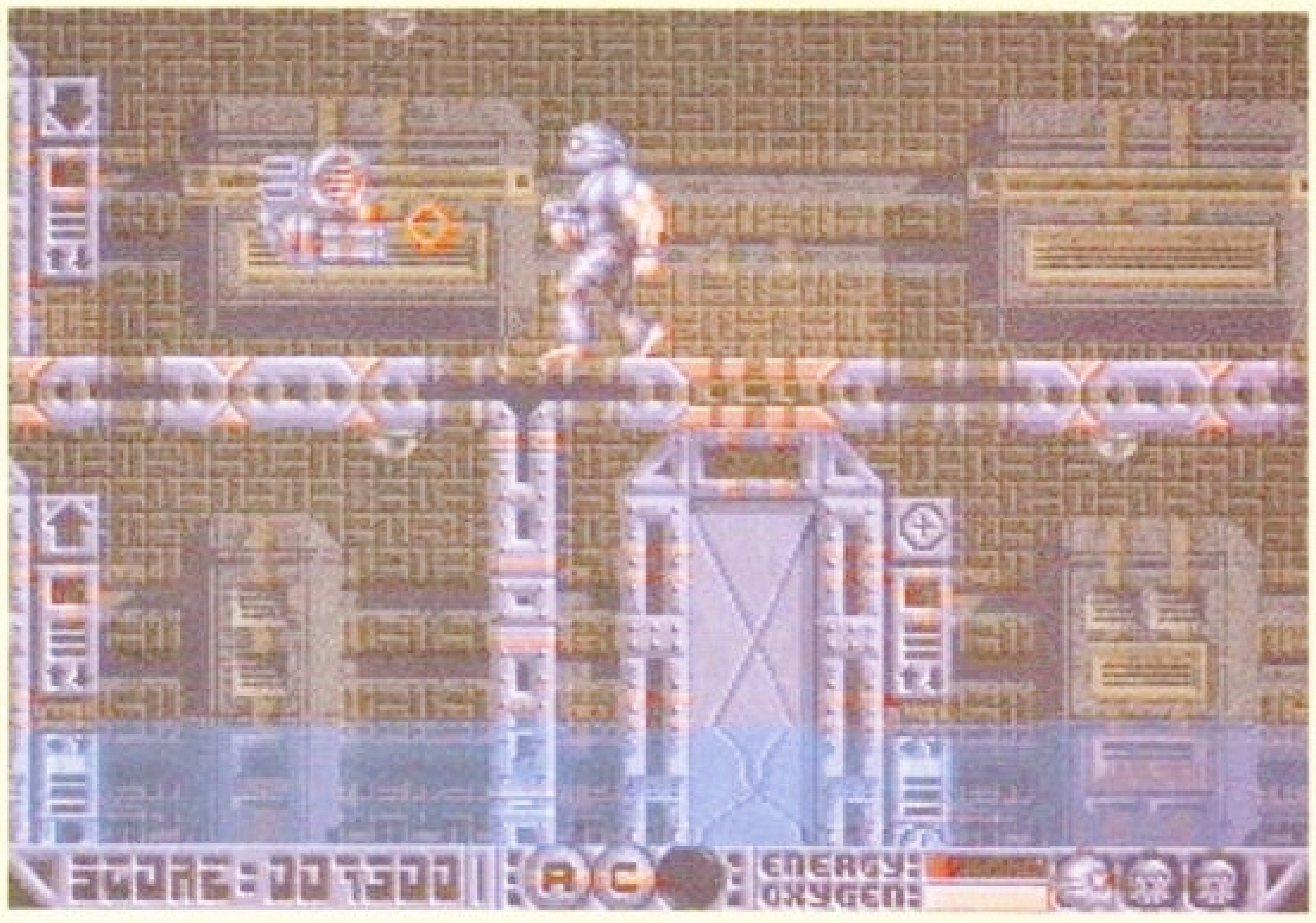
All right, so that's the way it's going to be. *Deep Core* is a very purple affair, but the publishers obviously decided that calling it Deep Purple might confuse gameplaying folk. Still, you'd have to laugh watching a long-haired geezer trying to play this on his Technics CD player.

The first level involves wading through water while blasting baddies and collecting keys which enable the good Captain to open various doors. But when an alien shoots a Fireball, there's plenty of *Smoke on the Water* (obscure Deep Purple joke no. 27).



There are six different weapons that Captain Dawnrazor can collect during his action–packed journey through the purple levels of hell.

One way of getting about is using the elevators (I still call them lifts) which give you access to different platforms. But Dawnrazor has Energy and Oxygen bars which constantly require replenishing and this you achieve by collecting icons. Unfortunately, you occasionally get caught short and after much traipsing about, you lose a life due to a dearth of said icons. Dawnrazor is a big, clumsy bloke, who is quite difficult to control at times, but the aliens tend to wander around in set patterns so once you get to know their moves, they're easy to polish off.



He's big, he wears a spacesuit of armour and by gosh he's going to show off his arms at every opportunity. Captain Dawnrazor: what a great guy.

Not that *Deep Core* is easy – you won't finish it in a week (there are three levels, each subdivided into three large sections) but the hook is not quite large enough.

75%

PREY – AN ALIEN ENCOUNTER

The first task is to replenish your supply of oxygen. Unfortunately you have to negotiate a maze to get to it.



Almathera ■ £28.95
■ Out now

And we're still praying for an alien encounter. Or has contact already been made and are the American government and the CIA keeping it all quiet? Maybe the Americans are in regular contact with the aliens? Perhaps not.

Closer to home, well, on an asteroid called KG-42 inhabited by a mining colony, the air supply is being contaminated by a not altogether user-friendly gas and very soon they'll be all out of love.

Aliens, of course, are responsible and your task is to rescue the inhabitants before the aforementioned aliens get to them.



What was the name of the ship in *Blake's Seven*? Anyway, the spacecraft in *Prey* is a dead ringer.

Prey was originally released for CDTV and has been revamped for the CD32. It's an interactive adventure game with rather fetching 3D graphics and a communications system which relays messages to you as you explore the base, in a 'live radio contact' type scenario.

Before the rescue operation can commence, you must get to the medical room to refill your oxygen tank which involves wandering around a lot of corridors with the aid of a map.

The game instructions are rather minimal. There's just one paragraph of information so you've just got to get on with it, which rather puts you in at the deep end. Especially when you're expected to save an asteroid single-handedly from the evil attentions from an entire alien race. Still, I suppose it's character forming.

Also included is a combat section where you attempt to paste an alien and although it looks good, the control method is somewhat sluggish. *Prey* looks great but is let down by the gameplay: far too much wandering about.

66%

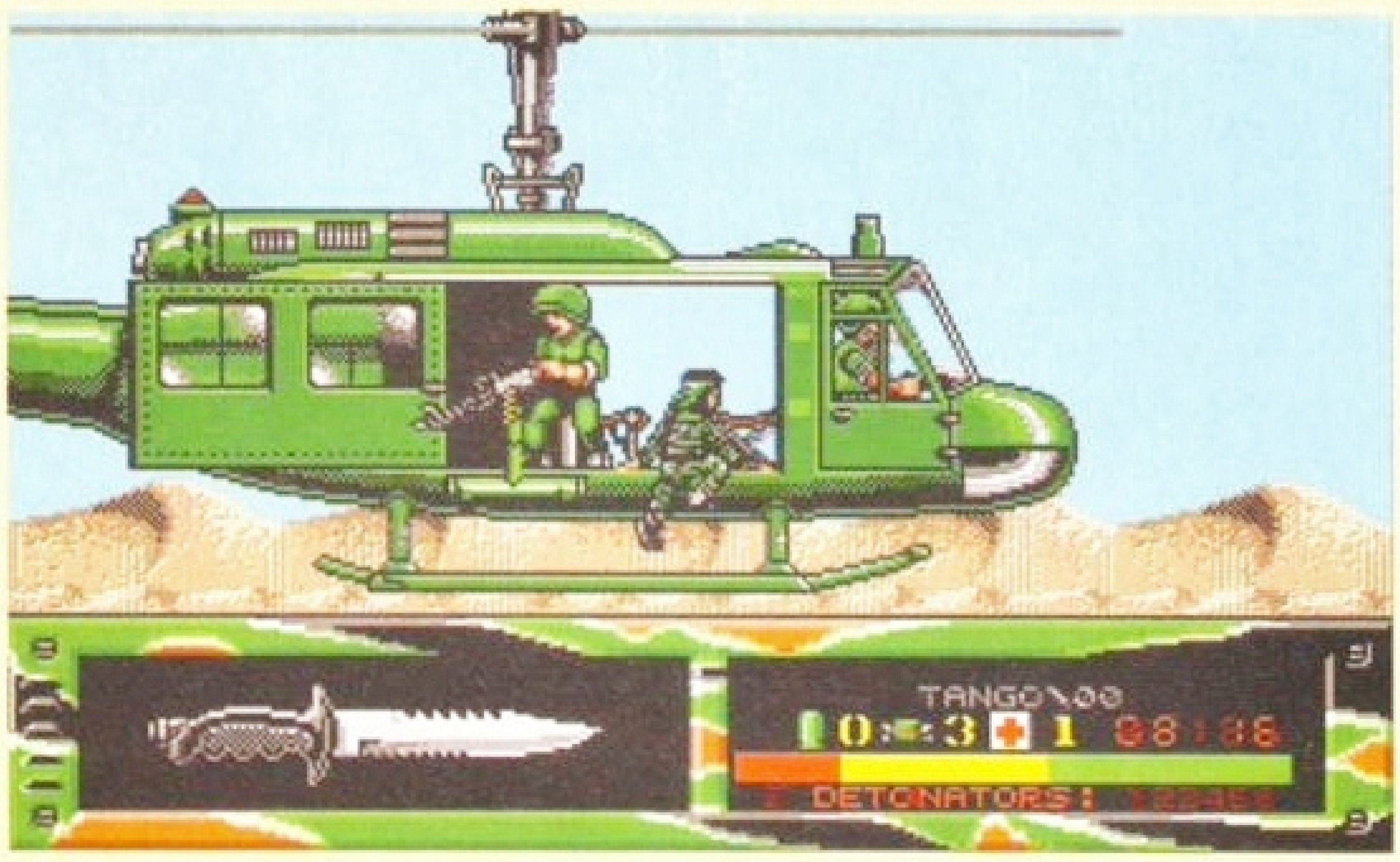
FIRE FORCE

ICE ■ £25.99 ■ Out now

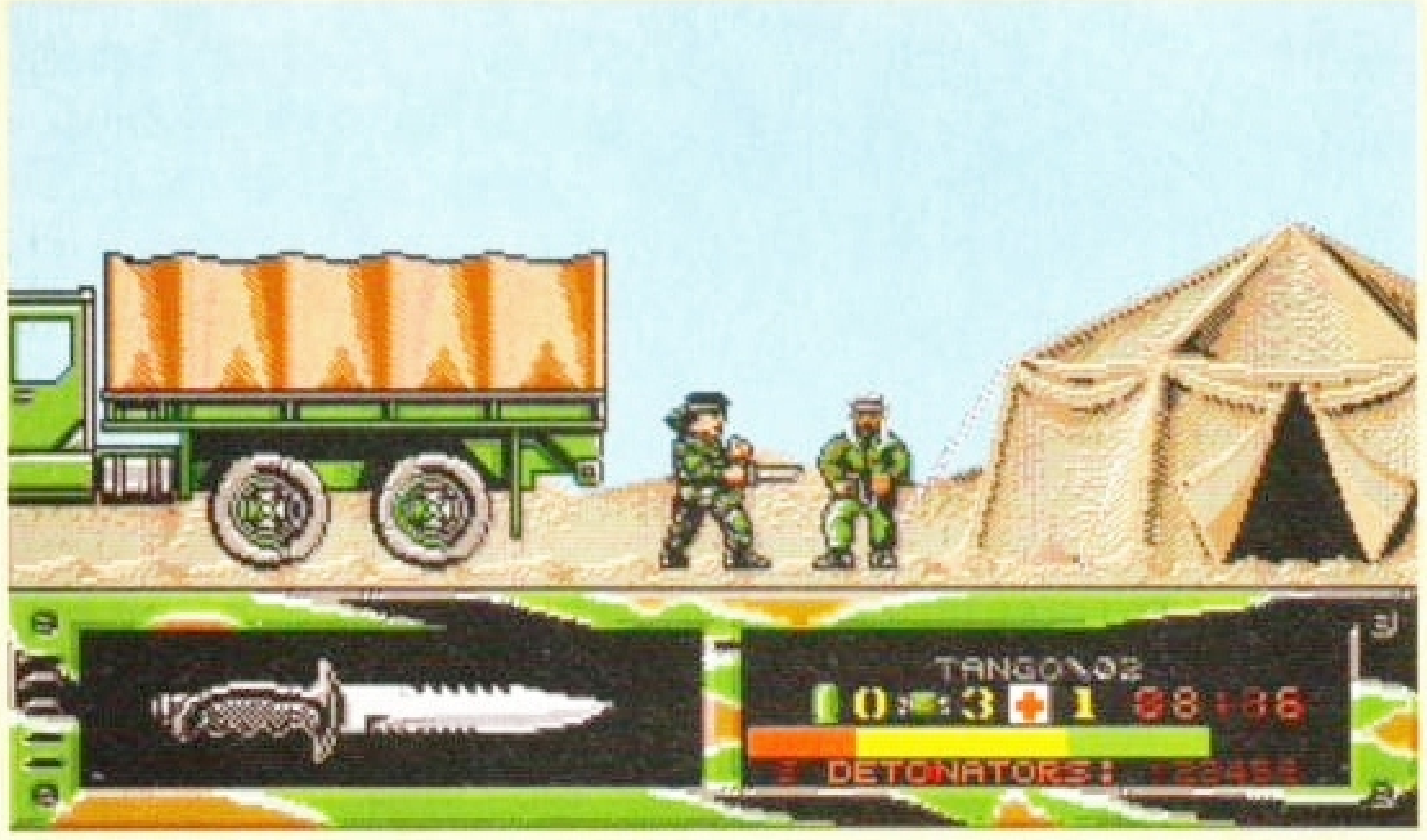
Wasn't Clint Eastwood in a film of the same name? Or was that *Fire Fox*? Anyway, this shoot–em–up is all rather gung–ho even by Mr Eastwood's standards — it's perhaps more in the Sly Stallone department.

As a soldier in the Navy Seals, your job is to wade through some deathly missions killing folk and generally having a whale of a time. But who is the walrus? Choose who you want to be – I wanted to be a tree but ended up as a soldier anyway. There is also a munitions store where you can pick some outrageous hardware for the purposes of death, such as knives, guns, bombs, you know the sort of thing.

After you've visited the store and got yourself suitably kitted up with various items of military hardware, you are dropped unceremoniously by parachute behind enemy lines, and left to get on with job.



Leap out of the helicopter and get on with the business of knifing, shooting and maiming the enemy. Why are helicopters called choppers?



Bearing close resemblance to John Rambo is no guarantee of victory in *Fire Force*. And when the fiend turns around to reveal a gun, that knife will be of little use.

Your range of weapons can be accessed by the joypad but it's best to use the knife whenever possible, because this means you can save all the really good stuff for later on. Mind you, when you are faced with a bloke leaning out of an upstairs window with a machine gun trained on your head, do feel free to use something a little more savage than the knife. Basically, you're there to smack, stab and shoot anything and everyone. And their friends. And relatives.

The graphics are big and bouncy. The sprites are huge and our chap is a real Rambo ringer. Unfortunately, *Fire Force* is all rather clumsy and faced with the enemy you occasionally find yourself grappling frantically and sometimes fruitlessly for your best weapon. Although it's a competent enough shoot-em-up, *Fire Force* is a straight port from floppy (which is fair enough) and at £25.99, rather too expensive particularly when compared with the games that are being released for 15 sovs.

56%

PUGGSY



Puggsy is an exercise in picking up objects and using them in various ways as you cross the planet looking for your space ship. It's about as interesting as it sounds.

Puggsy is...well...er...difficult to describe. He's sort of an orangy, pinky blob thing with a snorkel for a head, with little brain and even littler common sense. He's been forced to land his spaceship on an alien planet to ask directions to the planet–warming party that he's been invited to. Unbeknown to him, the inhabitants of this planet, ugly little racoons, have run off with his ship. So he sets off on a journey across Raclantis to get his ship back. The natives' love of practical jokes soon becomes apparent when Puggsy tries to cross the landscape. The planet is full of tricks, traps and puzzles which Puggsy must solve.

The puzzles take the form of making objects interact with one another. For example, throw a flaming match at a candle and its wick will light. Objects are littered all over the landscape, but Puggsy has very tiny hands and no pockets, so he can only carry one at a time.

If he is holding a particular object he can do one of four things with it – throw it towards another object to interact with it, drop the item, use it with itself (open it) or use it with another object (shoot the gun at a baddie for example). It's very similar in gameplay style to the *Dizzy* arcade adventures.



And they were particularly dull. Another problem is that the gameplay is slow because you have to use the fire button to pick up or drop objects and hit the space bar to instruct our little hero to use an object. This makes the usually enjoyable task of blasting aliens to bits really rather boring.

The problem with the puzzles is that the only time they get difficult is when it's unclear what you're supposed to be doing. Then, instead of taxing your cerebral muscles, all that happens is that you get incredibly confused and, annoyed.



As you wander around your path is marked, so you can retrace your steps.

The confusion usually occurs because the badly–designed graphics make it unclear what an object is supposed to be. So, you have to check through the manual to check on what you've picked up.

That is, of course, when you do actually manage to get the object in your hands. To pick up something you don't just need to be standing behind it, you need to get Puggsy's gloves lined up perfectly with it. Darned frustrating when there's a sea gull dive-bombing you as you're trying to pick up the essential key to unlock that final door.

Passcode crazy

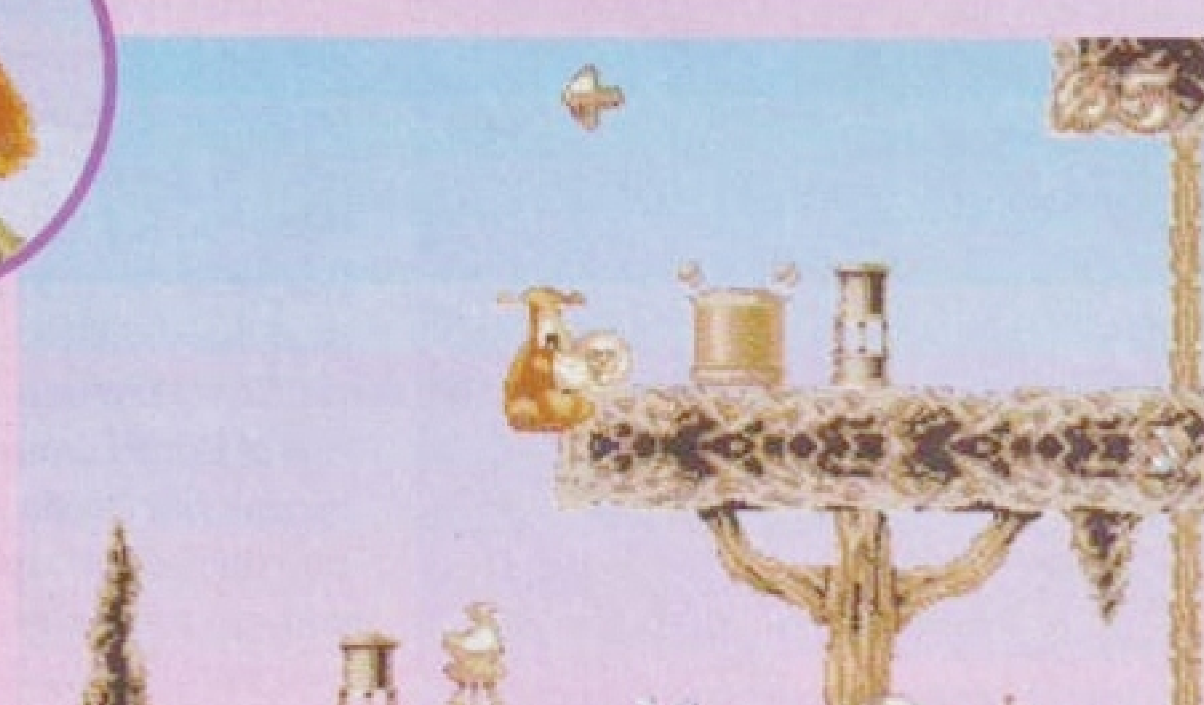
Lazy programming makes you scream out loud as you swap disk after disk just to move on to the next level. It's annoying enough with two disk drives, but with only one drive it's hell. And why it needs level passcodes with 27 separate numbers I will never know. It's a laborious process just making sure you're entering them all in the correct order.

I have seen worse games than *Puggsy*. The background graphics are nice, as is the in–game music. But there have been so many similar arcade adventures with clearer graphics and better gameplay. My advice is to steer well clear of *Puggsy*. It may look sweet, but under that cuteness is a really dull game.

Clur Hodgson



If you haven't got a gun, baddies can be removed by bopping them on the head in time–honoured fashion.



As you travel around the planet, look out for the secret levels. They usually hold tons of goodies for you to collect.

PUGGSY



PROGRAMMERS
Travellers Tales (Francis Lillie)

PUBLISHER
Psygnosis 051-709 5755

PRICE
£29.95

RELEASED
Out now

GRAPHICS
The backgrounds are impressive but some of the object sprites are unclear sprites at times

SOUND
Atmospheric little tunes and very average but perfectly adequate effects

ADDICTION
A puzzle game should tax your brain, this one doesn't. It just frustrates you.

PLAYABILITY
Oversensitive collision detection and dull gameplay make this one to be avoided.

VERDICT

" I never thought I'd say this, but you'd be better off playing *Dizzy*. *Puggsy* is not an original concept and it is not as good as the many similar arcade adventures. "

47%



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PHILIPS AMIGA CITIZEN PRINTERS

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SEE PAGE 2 FOR DETAILS

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(*Also for Apple StyleWriter I)
(#Also Apple Colour)
(§Also for Apple StyleWriter II)

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star Accessories & Consumables

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LC24/200	£6.25	£12.45
LC24-30 MONO	£8.95	—
INKJET CARTRIDGES:		
SJ48	£15.95	NONE
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AUTO SHEET FEEDERS: All 80Column Models... (Please specify model when ordering) £84.95

hp Accessories & Consumables

	MONO	COLOUR
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Amiga Memory and Accelerator Boards

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NEW!!!

Even more powerful than its predecessor (which was given the coveted Amiga Format Gold Award).
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9. Full 12 Months Warranty

ALL FOR THE SORT OF PRICE MANY CHARGE FOR NORMAL MEMORY BOARDS £199.95

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BLIZZARD 1220/4Mb BOARD	£199.95
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33MHz. FPU Maths Co-Processor	£79.95

Blizzard 1230 Turbo Accelerator

From the makers of the acclaimed Blizzard 1200 RAM Board comes a great A1200 Accelerator...

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2. Optional fast (up to 10Mb/sec) DMA SCSI-II interface for CD ROM etc. (CDTV, ISO-9660 Formats), Removable/ Drives (Syquests Bernoulli etc) as used on Macintosh etc.
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8. No software required, just plug in and go!

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33MHz. FPU Maths Co-Processor	£79.95
BUY ALL THREE TOGETHER FOR JUST...	£449.95

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Lightning FAST Hard Disk access for all Amiga A4000 owners. The only IDE answer...

1. Fast (up to 10Mb/sec) DMA SCSI-II interface for CD ROM etc. (CDTV, ISO-9660 Formats), Optical/Removable Drives (Syquests etc) as used on Apple Macintosh etc.
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3. Requires no Buster Chip upgrade!!!
4. Compatible with all existing Amiga A4000's
5. 4 x 32-Bit SIMM Sockets

Exceptional Value FASTLANE Z3... £329.95

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Compatible with ALL A500's & A500Plus (A1500 & 2000 versions available, please ask for details)...

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Amiga MUST have some FAST RAM (only std A500Plus do not). Any sidecar or GVP HD RAM already fitted is FAST RAM.

A1200 Performance at only... £129.95

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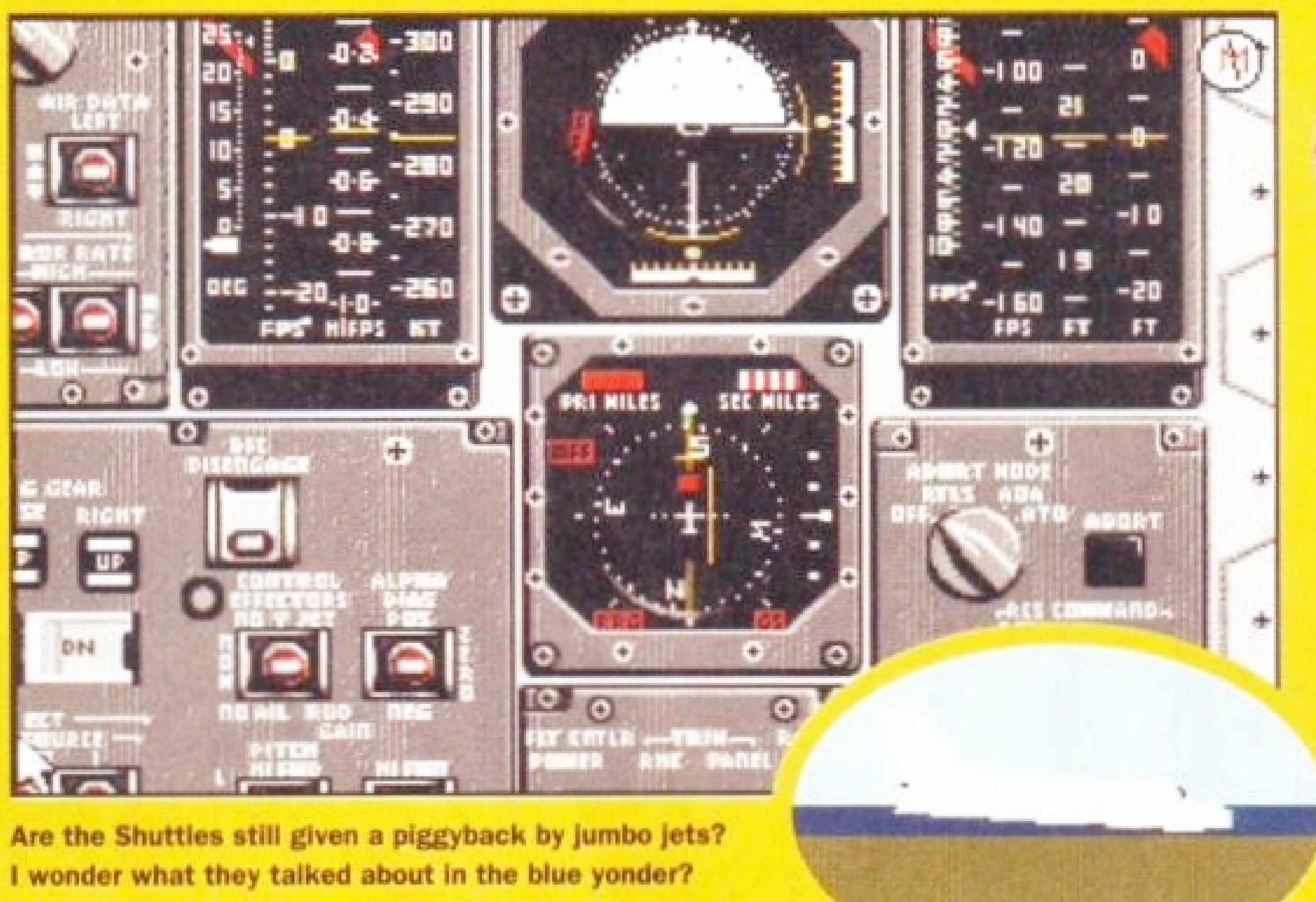
RE-RELEASES

It's a nostalgic business writing the Re-release pages. Some of the games are like old friends, so Stephen Bradley usually takes them to the pub to reminisce about the old days. This month he's spent a few happy hours with *Robocod*, *Laser Squad*, *Populous 2* and others.

Contact numbers	
Beau Jolly	0737 222003
21st Century	0235 851852
Kixx XL	021-625 3311
GBH	0742 753423
Buzz	0709 372290

EXCELLENT GAMES (COMPILATION)

Beau Jolly ■ £35.99



Are the Shuttles still given a piggyback by jumbo jets? I wonder what they talked about in the blue yonder?

SHUTTLE

Reviewed *AF*41 70%

Shuttle is one of them there spaceships that fly to the moon and other places. And it's not easy to fly this thing. There's a whole load of gadgets to check out and enough techno-speak to keep Magnus Pike occupied for hours. If you've the patience of Job, or you're the son of Neil Armstrong or Yuri Gagarin, then reward may be at hand but, by corks, it's heavy going. Mind, for those whose life ambition is to have a bash at building the Hubble Telescope, this is your opportunity. But fancy naming it after a Flintstone.



The man with the golden fin only swam twice. Still, I wonder if he ever went out with Shirley Bass during the making of *Diamonds are Forever*. Or was it Paul McCartney with his Wings?

JAMES POND 2 – ROBOCOD

Reviewed *AF*29 91%

This is, as Harry Enfield's Smashie and Nicey DJ characters might say, fishmongers. (Obscure Small Retailers joke no. 27.) Some bloke called Claus is having trouble up at his place in the North Pole and it transpires that evil Dr Maybe is behind the tomfoolery. You are Robocod and with a pile of missions to complete, chances are you won't be driving home in time for Christmas. The graphics and tunes are splendid, the gameplay amazing and this is as good (well, nearly) as any platformer around. Ever.



Now you can't beat a few games of pool and a couple of pints, but Archer Maclean's version works out a lot cheaper in the long run. And you can still drive afterwards. Legally.

ARCHER MACLEAN'S POOL

Reviewed *AF*40 89%

The king of baize programming gets a run out in the pub's finest sporting endeavour, apart from drinking and pinball, of course. Three types of pool on offer here: 8-ball UK, and 8 and 9-ball USA rules. Using a 3D point-of-view perspective and mouse you adjust various icons to play a shot. The icons take 20 seconds to suss out and heck, it's great fun, particularly in two-player mode. As we say at *AF* – tremendlious.



It's not often you see men in red dresses on a building site. But 'tis said that Zeus looks favourably on a man in a red dress. And who are we to argue with the great man's taste?

POPULOUS 2

Reviewed *AF*30 95%

So good a God game (good God), even Harry Secombe plays it between takes of *Highway* (allegedly). Zeus is your Pa and you want to sit on Mount Olympus with the other blokes, but first there are a couple of tasks he wants you to complete. Like defeating 32 divine opponents (not Miss World contestants but like, hard lads). Not peasy. Basically, it's about conquering (no baking or vinegar involved). One of the best God games. Check it out.

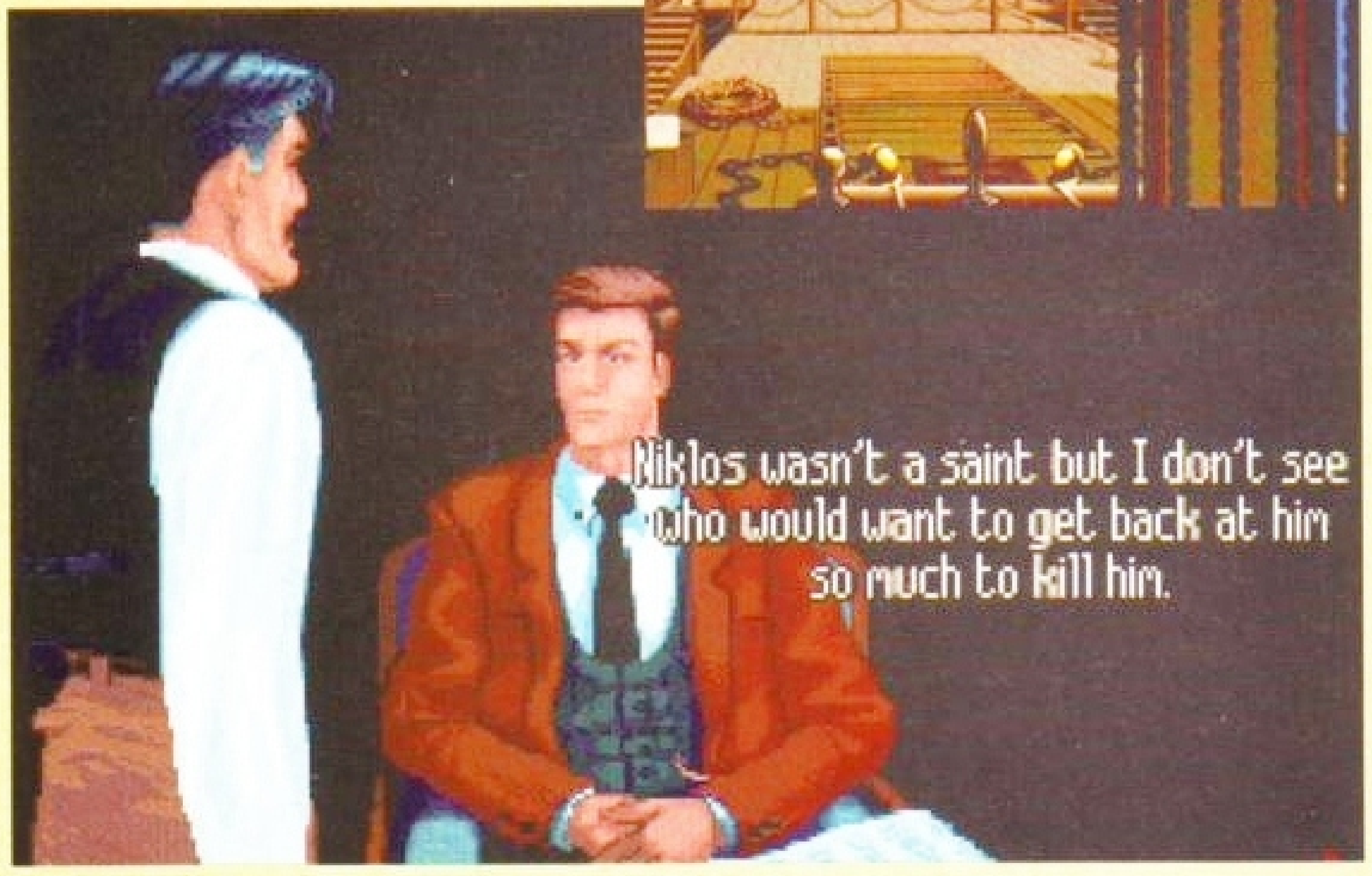
8/10

CRUISE FOR A CORPSE

Kixx XL £14.99 Reviewed *AF27* 90%



After the thorough interrogation of the woman in the pink dress, Raoul Dusentier wanders off to the bar for a well-earned pint.



'Allo 'allo 'allo. That's what French detectives say, apparently. Picture the scene (if you will): your name is Raoul, you're a copper on a Mediterranean cruise until, merde! There is a murder and only you can solve le crime. And, even better, it's the 1920s. You must search the ship for clues, interview passengers and glean info wherever possible before you can say: "Monsieur, I point le finger at you." It's engrossing fare; the graphics are stunning and some of the scenes are almost cinematic in quality. *Cruise for a Corpse* is similar to the Agatha and Hercule stuff on the box. In fact, while playing, I donned a false moustache and developed a silly walk. It's brain-teasing, little-grey-cell-scratching fun.

9/10

LASER SQUAD

Buzz £9.99 Reviewed *AF5* 93%



Laser Squad **appears somewhat dated when compared with today's fancy Dan affairs.**

Step forward *Laser Squad*, a tactical war game for one or two people, played in a series of turns where you control a bunch of troops and aim to acquire points by destroying certain things or completing specific tasks. It's not most visually resplendent of games by today's standards, but the strategic elements are well observed. Not *Cannon Fodder*, but then what is?

7/10



Even in the barren wastelands of planets afar, you have to get past the council planning committee. Note in the top right-hand corner the building of a sports super-stadium – it's even better than Wembley.

UTOPIA

GBH £9.99 Reviewed *AF28* 84%



The elders sat around for days discussing the meaning of utopia.

Fly me to the moon, I want to colonise a barren planet, please. Oh, please. The aim is to build a Utopian city in space where the QOL (Quality of Life – aren't you taking notes at the back?) is 100 per cent, A1, some-where-in-Switzerland-complete-with-bombproof-bunkers-probably standard. First, though, you've got to build houses, workplaces and, of course, pubs. And sports centres. This takes time and money and manpower. The difficulty is satisfying the needs of the people while realising your plans for the planet. Unfortunately, there is an alien threat which must be countered because the destruction of your planet inevitably affects the QOL. It's all icon-driven and well presented in isometric 3D and as a whole, *Utopia* works well, although it can be rather frustrating balancing the various elements successfully.

8/10

GUNSHIP

Kixx XL £12.99 Reviewed *AF1* 87%



Although it's not Apache (boom! boom! – there's only one Basil Brush) on *Gunship 2000*, there are missions galore and all for a meagre 13 sovs. You'll have fun, fun, fun, till your Daddy takes...etc.

Apache. A fairly top Indian and a sophisticated helicopter. Unfortunately you don't get to fly an American Indian but the helicopter provides an ideal substitute as you battle through South East Asia, Europe, the Middle East and Central America. The missions should keep you busy until the Great War. The 3D graphics look fine and although it's not as good as its successor *Gunship 2000*, it does have the advantage of costing a darn sight less. And the manual will take you a day to read but hey, it's a flight sim and we expect that, right? Good, clean, murderous fun.

8/10

PINBALL FANTASIES AGA

21st Century Entertainment £29.99 CD version reviewed *AF52* 85%.



Pinball is all about doing the business with the silver ball and the flippers out on the table when it counts.

More colours, faster and smoother scrolling... Ooh lovely, missus. So is the consensus that it's worth buying then? Well considering that *Pinball Special Edition* with *Dreams* and *Fantasies* has just been released for only five quid more, then the answer is no. Probably. And why, oh why does the CD version cost an extra three sovs? Anyway, *Pinball Fantasies* is one of the best games ever in the history of the whole wide world and the AGA version improves on the original. But you would have to be a real hardcore devotee to splash out again. Mind you, if you haven't got a copy yet, what are you waiting for? Go and buy it!

8/10





We are recognised in the Amiga community as one of the leading specialists in Hard Drives and Mass Data Storage.

AMIGA A4000/040

The flagship of the Commodore Amiga range. Based around the 68040 processor. Comes with a Hard Drive, 2+4 RAM and WB 3.0.

85 Mb version – £1899
130Mb version – £1919
200Mb version – £1939
250Mb version – £1979
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426Mb version – £2149
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AMIGA A4000/030

The same specifications as it's big brother but designed around the 68030 processor. The A4000/030 comes with a Hard Drive, 1+1 RAM and WB 3.0.

(FOR 2+2 PLEASE ADD £69)

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AMIGA A1200

The A1200 sports many of the features of the A4000 series. Based around the 68020 processor with 2Mb of RAM and WB 3.0 as standard. A full range of Hard Drives are also available for the A1200.

Basic A1200 - £289
40Mb H.D version - £388
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120Mb H.D version - £494
170Mb H.D version - £528
200Mb H.D version - £548
256Mb H.D version - £578



DESKTOP DYNAMITE PACK

The desktop Dynamite Pack contains 5 pieces of software written specifically for the AGA chipset, which includes DpaintAGA, WordworthAGA, Oscar and other with a total street value of over £300.
(PLEASE ADD £40 FOR DTD PACK)

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PAGESETTER 3	£43.99
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GAMES

CIVILISATION AGA	£ 39.00
CIVILISATION AGA UPGRADE	£ 19.00
(SEND YOUR DISKS AND DETAILS)	

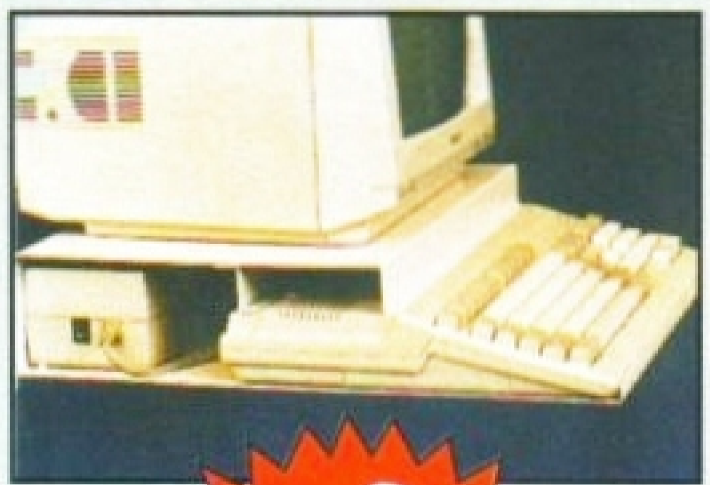
PRINTERS

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CITIZEN 240	£212.00
CITIZEN 240C	£234.00
PANASONIC	
KXP 2123 COLOUR	£210.00
KXP 2023	£178.00
HEWLETT PACKARD	
HP 500C	£290.00
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TIPS FOR THE TOP-SELLING

Chart Busters

AMIGA GAMES

STARBUSTERS



Your ship's taking a real pounding from the incoming asteroids, so there's only one thing to do - cheat your way to the next level with our special passwords.

Thanks to Cliff Guy from Daze Marketing for the cheat codes for Stardust. The following passwords will enable you to skip from the second, right through to the fifth world, and give you loads of lives and weapons.

CDSSUAAAAMGL – second world completed. Access to warp sequence and special mission.
CISUVAATANGK – second world completed. Full weapon power and lots of lives.
DBSSUAAAANGL – third world completed. Access to warp sequence and special mission.
DLSUVQATALMK – third world completed. Access to warp sequence with 11 lives.
ELSUVXRRAJLL – fourth world completed. Access to second special mission or final tunnel, with 11 lives and full weaponry.

OVER THE MOON

Here are some codes for all those other CD32 addicts out in the big wide world. They are the level codes for that awesome game Lunar-C. They will also give you some massive power ups so here they are:

MEBBHKSBAL – for the security zone
MFDCRHOCCS – for the cooling chamber
WJRICCDFEU – for the energy duct

As an added bonus there is also another code, I'm not too sure what it actually does, but here it is: BYL ERAI. As far as I can make out it makes the game slightly easier to play so try it.

OK, here's another additional cheat mode to add to the list. It is for the game *Deep Core* on the CD32. It gives you infinite oxygen, infinte energy and also an option to skip levels...

Start the game as normal then press the green, yellow, blue and red buttons simultaneously. Then press forward and reverse together and then the green, yellow, and blue buttons. A whooshing sound tells you the cheat is active.

To skip levels press all the buttons as well as forward and reverse. Do not press Pause as this will turn off the cheat.

K Bradley, Cookham, Berks

HIRED AND FIRED UP



Controlling four characters in *Hired Guns* at once isn't easy, especially when they're all coming under attack. Good job we've got a cheat you help you out.

To get infinite energy and ammo in *Hired Guns*, just type in AMIGA while you're playing.

Anthony McNally, Prestwick, Scotland

GAME BUSTERS

If you're frustrated, bamboozled, confused or just plain peeved by a treacherously tricky game then help is at hand with our hints, tips and cheats.

LEMMINGS 2

Reviewed *AF46* 94%
Psygnosis ● 051-709 5755

If those pesky lemmings are still driving you up the wall, then Alex Churchill might just be able to help you. Take it away Alex.

HIGHLAND TRIBE

LEVEL 6:
Brigadoom!

Make the first lemming jump from the second peak on to the rock and make him a Hang-glider. Blow him down so that he lands just on the corner below the other half of the lemmings. Laserblast them out, then as soon as he is through, Balloon him left just a little so that he turns around.

Make the first lemming to walk left Rope over to the platform, Hang-glide him over to the second one, and Rope up the other side. Make him a Laserblaster when he is almost but not quite as far left as he can be.

LEVEL 9:
Take a running jump!

Make lemming number three an Attractor and make the first one Jump. Float him down and let him climb up the whole wall. When he's on the other side, use the Icarus Wings, turn him to face left and blow him down. Then do three Flamethrowers through the wall, two platformers, and then jump the Attractor.

LEVEL 10:
Eat my shrapnel!

Make number four an Attractor. Click an Exploder on the walking one about eight pixels (roughly half a centimetre) before the edge, then Balloon him up just as he passes under the centre of the shaft. Jump the second lemming out of range of the Attractor, make him a Rock Climber, and Jump him on to the steel wall.

As soon as he is walking again, click a Mortar on him. He should get through. Wait till he approaches the right of the pool and Platform twice over it. At the same time as you do this, Jump the Attractor.

CIRCUS TRIBE

LEVEL 6:
Headache.

Make the first lemming a Climber. Bomb him through the floor, and move the cannon to point through this hole. Wait until he reaches the exit, then Jump him over it, twice. Do a Bomber exactly a third of the way across the 16-pixel trampoline.

Move the bottom cannon 2.3 chain links right. The lemming should walk to the exit. If he doesn't do this, fractionally adjust the cannon until he does.

Let the lemmings out with two Gluepourers on a lemming to the far left, facing right.

Next do a Bomber at the bottom of the trampoline pit, and after that do a Fencer facing to the right.

LEVEL 8:
Play that funky lemming.

Bash through, move the cannon all the way right, do a Stomper over the diamond shape, make the second lemming jump over the stomped passage. The make both of them Scoop facing left, to create a through road to the top. Stomp down to the green dot and let them up.

Bash through the first block, and Jump a lemming over the second block. Jump him over three gaps and then Stomp once he is to the right of the exit. Scoop immediately the lemming lands. Bash and Scoop again a bit later and Bash once the lemming is below the lips. Platform once he has finished Bashing and then Bash through the second block.

LEVEL 9:
The carpet capers.

Make the first lemming Attract as soon as he turns to face left. Make the second Pole Vault over to the platforms on the other side, move the cannon all the way right, and do a Magic Carpet just before he falls to his death, blow it up over, down under, up over, and up over again.

As soon as he turns to face right, Laserblast. Then make him Platform over to the exit, and Pole Vault the Attractor.

CLASSIC TRIBE

LEVEL 7:
So close but so far away.

Explode the first lemming and then do a Blocker on the fourth lemming to fall. Make the first lemming Build over the pit, but you must make sure that you start him before the edge. Bash through the top, Build once underneath the steel block. Then make one of the two trapped lemmings a Climber.

Carry on the bridge for two more Builders, then make him a Blocker. Make the just-arriving Climber Build JUST before he reaches the Blocker. Wait, and then you should Bash through the blockage.

Make the other trapped lemming a Climber. Make the top Climber Mine through the second blockage, and then Dig as soon as he reaches the diggable bit to the right of the exit. Explode him as he passes the gap. Explode the Blocker as soon as the Digger goes, and make the Climber who reaches the bottom Build over to the exit.

Alex Churchill, Throop, Bournemouth

PART 1 PART 1 PART 1 PART 1 PART 1 PART 1 PART 1 PART 1 PART 1 PA

FRONTIER: ELITE

David Braben's huge space trading game Frontier: Elite 2 is going to keep many Amiga owners occupied for years to come. To help you on your way Frontier man Jonathan Tasker from East Barnet in Herts has compiled these hints and tips.

TRADING

This is the best way to make money steadily without too much risk. But remember to change the goods you're hauling as your bank balance rises – the more expensive the goods, the more profit you can make. Unless you're really desperate for money, don't bother with hanging around starports from day-to-day waiting for price fluctuations – chances are you will spend as much on berthing charges as you make.

A good way to make a little money is to fill your hold with Radioactives – even better if you're in a system where they are illegal – and take them to the edge of a system and



Make sure you are a good distance from the forces of law and order before you start dumping radioactive waste into space, or they notice and get annoyed.

jettison the lot. Not very ecologically sound, but it pays. If you are of a criminal bent, then dealing in illegal goods can make a fortune in a few trips. To do this, find a pair of systems (A and B) which fulfil these criteria:

1. A has an export which is illegal in B.
2. Both are stable systems, unless you're looking for a fight.



Check out the economies of the local star systems before going anywhere. Imports tend to be expensive and exports cheap. You often find different goods are illegal on neighbouring worlds.



Hello officer, how may I help you? Nudge, nudge, wink, wink. Bribery is commonplace so check out the local cops and don't be too stingy, they have families to feed.

3. B has a starport where the police are easily bribed – do a couple of trial runs, and note which starports aren't run by the police.

Do a trial run, and note which companies are kosher or not kosher, depending on which way you look at it.
One great example for beginners is the run from Ross 154



The ideal first run, Ross 154 to Arcturus carrying animal products one way and technological goods the other. It gets a bit tedious after a few trips but it's a good safe way to build up cash for the more adventurous stuff.

(carrying animal skins) to Arcturus. The Brennan Depot ignores – most of the time at least – small amounts of illegal goods. If you're feeling lucky, you can take hand guns back to Ross with you – although you may get caught at Scirocco Station. Though, if you deal in illegal goods, you are far more likely to be attacked by pirates.

OTHER GOOD TRADING RUNS

1. Barnard's Star (Robots/Computers) to Sol (luxury goods/liquor)



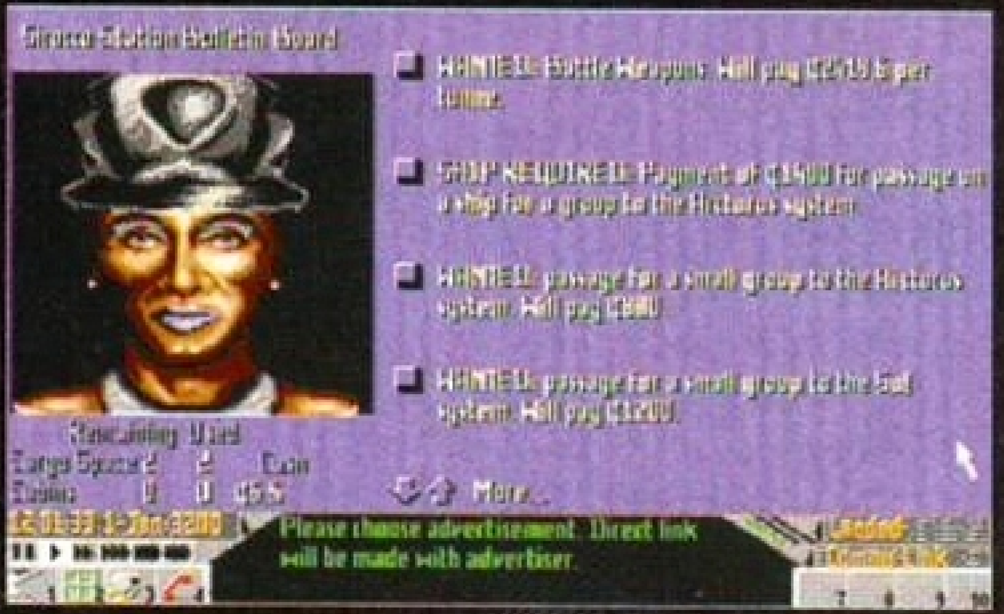
The first piece of trading, buying meat and taking it to Arcturus. It's a nice, safe little earner.

2. Ross 154 (Animal Meat) to Arcturus (Liquor).
3. Vequess/Sohoa 0-4 (Slaves to Facece (Animal Meat) – see also Odd jobs: Deliveries.
4. Cemiess (sector number -2, -2 , precious metals, gemstones) to any local system. The Cemiess system has a few unusual laws. Precious metals and gemstones are illegal, but they treat them like expensive rubbish – they pay you to take them away! Find a nearby system where you can resell them for an enormous profit. At around 3,000 credits per tonne for precious metals, and 500 credits a tonne for gemstones, it's well worth the trip to the Imperial systems. Every day more are delivered to the trading companies so its worth waiting until your hold is full.

ODD JOBS

You can either do odd jobs for the public or the military. They divide up like this:

1. DELIVERIES



Each spaceport has a Bulletin Board full of dodgy small adds for everything from contract assassins to milkmen.

Delivering packages is a good way to make money without spending anything yourself. Before you leave for any system, check the Bulletin Board for deliveries to that system.

Packages don't take up any room in your ship, so you can take as many as you want. The public pays from 100-10,000 credits for the delivery of a package, but anything above 1,000 involves some risk. Sometimes taking on a dangerous package gives you an opportunity to improve your Elite rating.

QWAK

Reviewed *AF53* 79% ● Team 17 ● 0924 201846

COLLECTABLES

Iron key = opens one iron gate.
Skull = dead duck!
Flower = collect 10 for extra duck.
Mushroom = turns skulls into flowers and vice-versa.
Spike = lose one armour/dead duck.
Pendant = homing in baddies can't see you for 10 seconds.
10 eggs = plus10 eggs.
Bulb = plus five seconds of light (worlds seven and eight).
Oil = 10 seconds of slippy feet.
Glue = 10 seconds of sticky feet.

POTIONS

Blue = 10 seconds of flying.
Grey = improve armour (three stages).
Green = next 10 eggs thrown do double damage.
Purple = 10 seconds invulnerability (not to skulls).
Red = plus four supa eggs (four times damage).
Brown = plus two chocolate eggs (stuns other player/release sweet).
Sweet = plus two chocolate eggs.

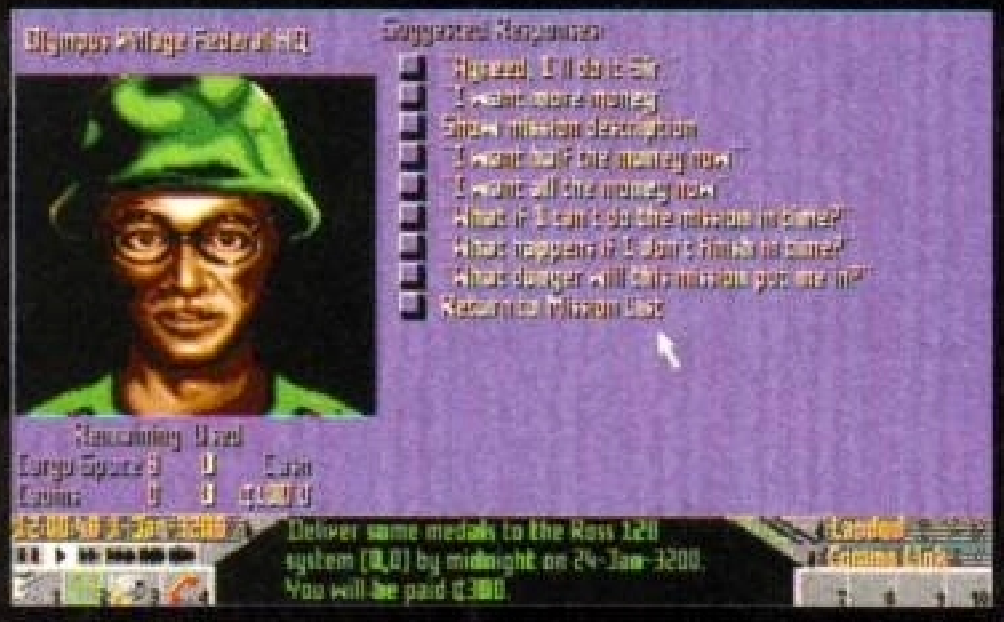
CHALLENGE SCENES

The fifth scene on each world is a Challenge Scene, collect as many goodies as you can. After 20 seconds it starts raining spikes. Lost armour and lives are preserved.



Don't duck the issue. If *Qwak* is getting you down then take a look at these useful hints.

2 PLAYER GUIDE



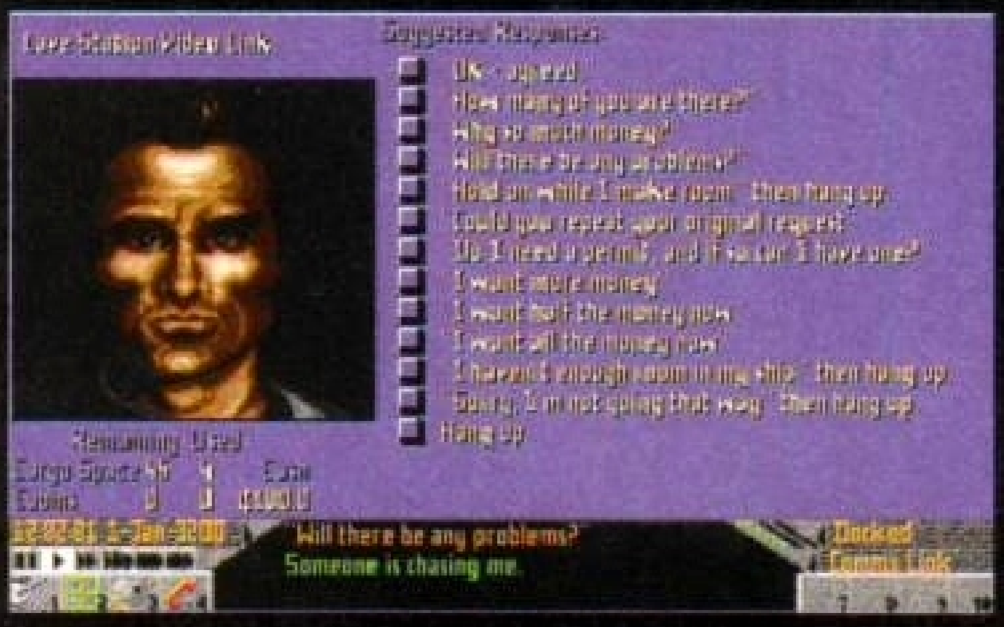
Delivering packages for the military is an easy earner, the only thing to watch out for is the time limits. You also improve your military ranking.



Small packages take no space up on your ship and with some careful planning you can deliver quite a number in one round-trip.

The Military are more stingy, paying only 250-1,000 credits for delivery. However, there is often more than one package to deliver, and you get paid for each one. If you go to one of the military bases (Eta Casseopeia in sector 0,2 or Facece in sector 1, -4), there can be as many as 10 packages to deliver. This also improves your security rating slowly, and you can often deliver goods at the same time.

Remember, there's a time limit on military packages. If you are finding it difficult to deliver on time, try to rely less on the autopilot. Use manual control to accelerate to around 20,000 kilometres per hour (40,000 for very long journeys)



Carrying passengers requires some initial investment in passenger cabins but the pay can be good. Don't forget to ask about possible dangers. The more they pay, the more likely you are to tangle with unfriendly ships.

then switch off your engines. The momentum carries you along, but you must be careful when the distance between you and your destination is less than one astronomical unit (AU), switch on the autopilot, and put the time-advance up to maximum. You should jump straight to your destination.

2. PASSENGERS

The military don't ask you to ferry passengers around. However, the public are always keen to travel. To set yourself up as a taxi service, you need a long-range ship with passenger cabins, some basic weapons and shielding for the more dangerous jobs.

Expect payment of around 300-16,000 credits for the transport of one to eight people. Of course, some people have a reason for getting away from somewhere – ask. Don't expect to get away unmolested if your client is paying over the odds. You should ask for extra money if you think your reputation is good. If it is, you'll get it.

3. ASSASSINATIONS



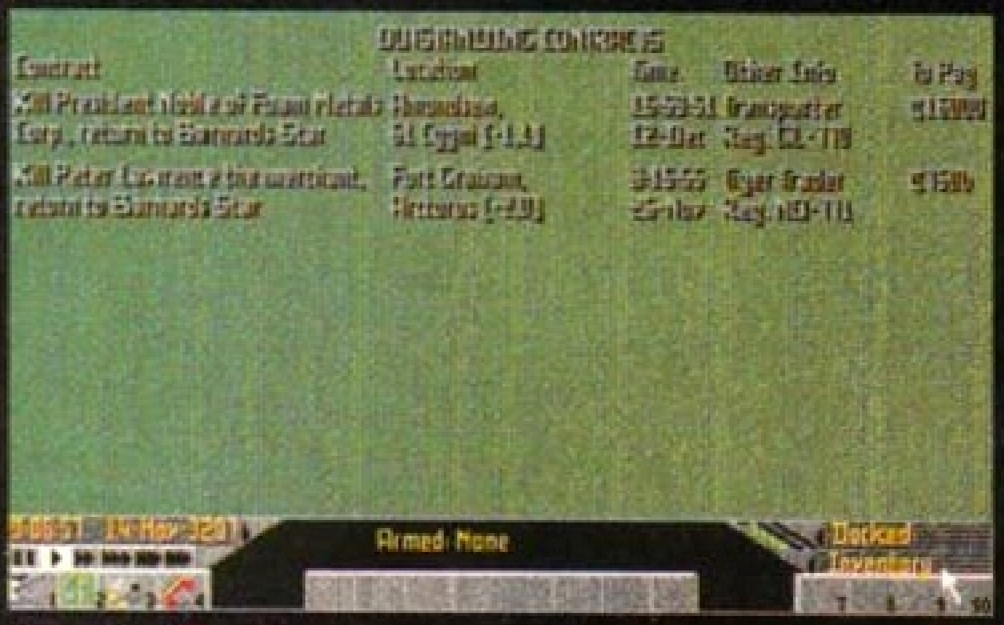
If you blow your legal status with the Federation or Empire then things get trickier, you can't even land at their spaceports, time to switch sides or pay that huge fine you've built up.

The best fun and the most highly paid jobs are those which involve murder. Unfortunately they are also the most dangerous. Don't expect anybody to hire you as a professional killer unless your *Elite* rating is at least Below Average. The more highly paid clients want you to be Competent or even better.

The Military expects you to have a reasonably high rank. Expect to be paid around 5,000-25,000 credits for kills. You need a tough and fairly fast ship for these jobs. Beam lasers and shield generators are also minimum requirements – the more the better. Remember that the ships you are up against will be at least as well equipped, and usually better armed, than yourself. There are two ways to carry out hits:

THE DANGEROUS WAY

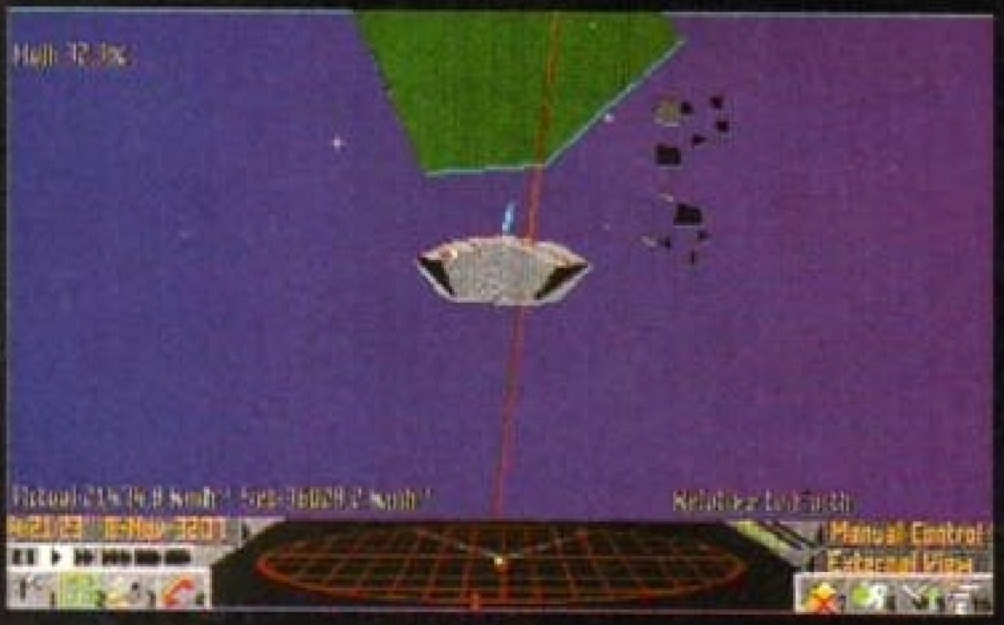
Go to the location your victim is leaving from. Land at the station, refuel, and purchase enough fuel to take you to an independent system. Set your navigation computer to take you to this system, then wait until a few minutes before your victim is due to depart.



Assassination contracts, you are obviously a very nasty piece of work. It's a quick and dirty way to earn lots of credits, if you don't die of course.

Launch, and hover around near to the station. When your soon-to-be-retired ship launches, attack with all you've got.

Destroy and ship, then burn away as fast as you can, avoiding the Police until you can Hyperspace out of the system. This method, exciting as it may be, has a few drawbacks. Firstly, you are quite likely to be killed. Secondly, you will be somewhat unpopular with the police, and they will fine you 600 credits for firing your weapon, and 10,000 for piracy and murder. Your criminal record will be tarnished, and if you run off without paying your fine, no system under the same rule will let you land.



Making a rapid exit, pursued by the cops, after accidentally firing your lasers in the spaceport. All too easily done by pressing the Space Bar by mistake. Sorry guys.

THE SAFE(R) WAY

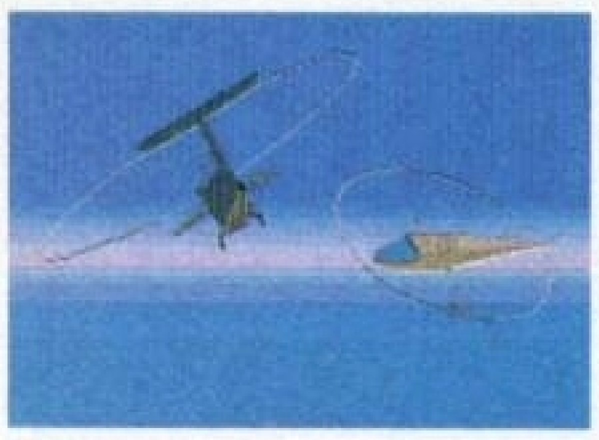
You'll need a hyperspace cloud analyser and a long-range ship. Wait until your victim has left, and jumped out of the system. Launch, and analyse the departure cloud. Then jump to the same system, and wait near the arrival cloud until the arrival time is near. Then, when the ship appears, tell it to "Surrender or die," and attack with all your weapons. This results in fewer legal problems and a greater chance of survival...

£25 WINNER

A big thanks in the way of a £25 mail order voucher goes to Jonathan Tasker of East Barnet for all his efforts with *Elite*.

INTERCEPTOR ACE

Alas, the end is nigh for all *F/A-18 Interceptor* pilots, for I, the greatest fighter ace of all time (*how modest of you – ed*), have completed level seven. After hours of torment at the joystick, I have succeeded where others have failed before me. For the object of the mission is not, as the briefing says, to destroy the carrier-sub, but instead to destroy all of the airborne war machines which dare to grace your skies with their presence.



Jake takes time out from *Whirlybirds* for a quick game of airborne tennis.

This tip, I hope, will relieve the stress put on up-and-coming fighter aces by the programmers at Electronic Arts, and will assist verterans of flight sims to achieve the ultimate goal, finishing *F/A-18 Interceptor.*

Mark Evans, Ffynone, Swansea

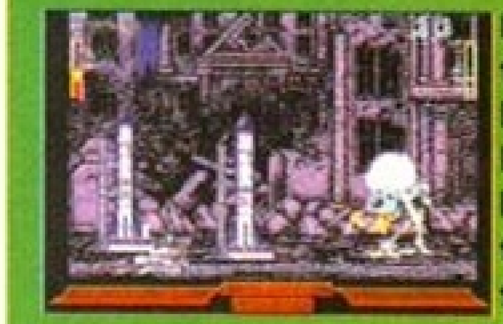
FASTER SCRABBLE

If you play a standard two-player game of scrabble, or a low level one, against the Amiga, you will have to put up with constant disk access whenever you enter a word that falls above the Amiga's level.

To counter this, before you start, get the Amiga to play a demo game at its highest level. This way the entire dictionary is loaded in at once, and disk access should be a thing of the past.

Andrew Clarke, Warwickshire

WALKER WAYS



Banish those overheating hot gun blues with this fine tip...

Can't stop your gun from overheating in *Walker*? Then instead of using the left mouse button for firing, plug an autofire joystick into port two and switch on the autofire. Now use the fire button on the joystick for firing and your gun temperature will not go up.

Martin O'Sullivan, Ireland

HELPING HAND

Are too many baddies getting you down? Then write in to games guru Rob Mead and he'll do his best to bring a ray of hope into your troubled game-playing life.

JEEP JUMP



A helicopter drops your men off for another blood-spilling mission in *Cannon Fodder*.

I m having trouble on *Cannon Fodder* Mission Eight, Phase Four. I presume, because this final phase is called Jeep Jump, you get down the big cliff by driving the jeep over it. But however slowly or fast and at which point I drive off, the result is always the same — a very large explosion. Please help.

Michael Chorley, London

Search out and destroy all the enemy soldiers present on the plateau you start on as well as the bazooka guy on the top of the building on the lower ground. Take care not to destroy the jeep when you take out the hut in the top right corner.

Now place all your men in the jeep and head south until you come to where the cliff drops away. Here you notice part of the river below connects with the base of the cliff and this is where you should drive your jeep. Line up the jeep with the connecting water below and drive off the cliff. The jeep starts to sink when it hits the water, so get your men out and swim to the southern shore before it explodes. If the jeep explodes when it hits the water, then you aren't lined up properly.

If you succeed you have a few more bazooka guys to deal with before being able to jump into a handy gun turret and destroying anything that moves.

Thanks to Doug of Virgin Interactive for the solution.

ALIEN BREEDERS

I m having problems with *Alien Breed '92*. When a level finishes loading, it tends to crash — the picture goes all colourful — not always, just most of the time. I ve sent the disks back to Team 17, but it still refuses to work properly. I ve asked a friend to buy it and theirs worked fine. What am I doing wrong? I have an A500 with 1Mb, printer and external disk drive.

Paul Netherton, Deal, Kent

The first thing you could do is try using your friend's disks on your machine. If they work OK, you obviously have a disk problem. If, however, you still get the same problem, it's most likely to be your hardware that's at fault. Try disconnecting your printer before you boot up the game to see if this makes any difference. If you still have problems phone the Team 17 helpline on 0924 201846 and they'll do their best to help you out.

SETTLERS CRASH N BURN



Defending your Settlers' land successfully depends on finding gold for your greedy knights.

Every time I finish the level SCALE on *The Settlers* it crashes and I can t continue with the game. Please help.

Mike Walters, Bridgwater, Somerset

Richard Holmes of Kompart tells us that several Amiga users have experienced problems with rogue printers fouling up their Settlers *disks and suggests that you give him a call on 0727 868005 and he'll try his best to help you.*

THE KLINGONS REVENGE



***Star Trek*: everybody got hooked on the TV show at some phaser their lives.**

I m having difficulty with Hijacked, the second mission on *Star Trek: 25th Anniversary*. How do I solve it?

Barry May, Welling, Kent

Go to the Beta Mymid Star System, defeat the Elasi pirate ship and enter orbit. Hail the ship and respond with choices 1, 2 and 1. Talk to Spock, consult the computer about Elasi, Masada (note override code) and Cereth. Use Uhura to transmit the prefix code (don't skip the previous even if you know the code or the crew members will be killed). Beam across to the ship and use the medical kit on the injured man.

Pick up the transmogrifier, go to the corridor and pick up the junk equipment. Go through the door on the right and stun or kill the two Elasi guards. Use the tricorder on the panel and then on the bomb, then use Spock on the wires. Use the panel, take the wires and the bomb. Use Kirk on the console and talk to the hostage. Note the location of the switch, go back to the transporter room and use Spock on the transporter controls.

Use the full-power phaser on the welder you picked up, then use the welder on the bits of metal. Use this comb bit on the transmogrifier. Use the transmogrifier on the damaged transporter controls, then the wire on the transporter controls. Return to the corridor and use the welder on the bridge doors slightly up from the bottom left and to the left side. It takes a while to get it right so persevere.

Use the transporter, talk to the man in the captain's chair and respond with choice 1. If you're good enough, use the full power phaser on every enemy except the man in the captain's chair. You've completed the second mission.

Thanks to Simon Downie of Stoke on Trent for the solution.

3D CONSTRUCTION KIT BLUES

Way back in September 1992 in *Amiga Format* Issue 38 we brought you a Coverdisk demo of Domark s fantastic *3D Construction Kit*.

The demo included a game in which you had to collect 10 candles and then race against the clock to make it to an esacape tunnel.

Well, it seems that almost 18 months on, some of you are still trying to find all of those candles. We'd like to help, but to be brutally honest we are not entirely certain where they all are, either.

So if any readers have successfully completed the demo, please send in some tips so that we can pass them on to those readers who have been wandering around in the dark looking for them for the last year and a half.

DEATH BY KOMBAT



Oops! Kano whips your hide and adds insult to injury by ripping out your heart.

I can't do the death moves on *Mortal Kombat*. How do I fight Reptile in the pit?

Andrew Collins, Swansea

Fret no more, Andrew. Here are the death blows for all the characters. Some moves only work when you're a certain distance away from your opponent.

JOHNNY CAGE - Power Punch: stand right in front of your opponent, push the joystick towards him three times, press Fire.

KANO - Heart Attack: push the joystick away from your opponent, then away again and press Fire.

RAIDEN - Headbang: move Raiden close to your opponent, push the joystick towards him, then away three times and press Fire.

LIU KANG - Helicopter Spin Kick: push the joystick down, away from your opponent, then up, towards him, then down again. Perform this too far away from your opponent and Liu Kang will miss.

SCORPION - Hellfire: push the joystick down twice, then press Fire.

SUB ZERO - Headpiece: push the joystick towards your opponent, then down, then towards your him again and press Fire.

SONYA BLADE: Kiss of Death: push the joystick towards your opponent twice, then away twice and press Fire.

To fight Reptile, play a one-player game and get a double flawless with a fatality. You have to do this without blocking. Early versions of Mortal Kombat featured a cheat mode.To activate it type in Wombat or Vampire on the Goro screen of the intro sequence.

SEND US YOUR STUFF

If you're having trouble with a particular game or have a solution to a letter printed in the magazine, don't keep it to yourself – write it down and send it to us, and we'll do our best to print it. Send it to:

HELPING HAND
Amiga Format, 30 Monmouth Street, Bath, Avon BA1 2BW.

RETURN TO THE GOLDEN AGE OF BUCCANEERING

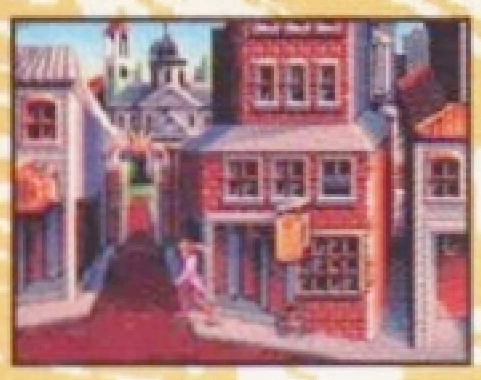
Pirates!

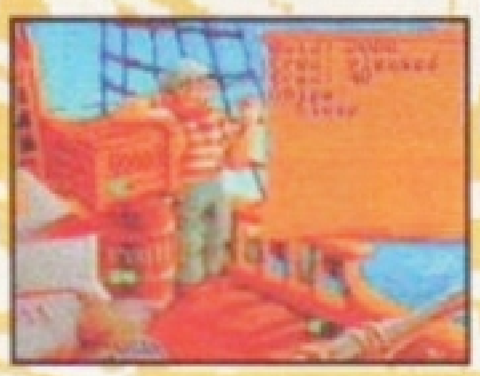
GOLD

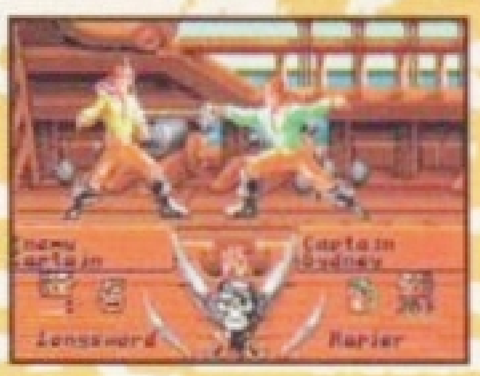
PURE GOLD

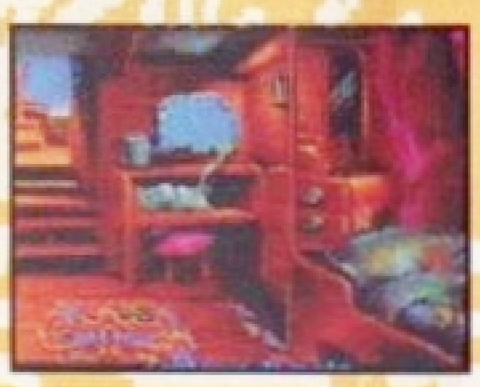
Sid Meier's 32 carat, swashbuckling adventure;
enriched with stirring animations,
crisp, sparkling music and
ear-shattering sound effects.

Pirates! Gold: the Amiga CD-32 Game To Treasure.









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now with DEEP trainer. Even better than before - allows you to generate more or even infinite lives, fuel, ammo. Perfect as a Trainer Mode to get you past that "impossible" level. Easy to use.

IMPROVED SPRITE EDITOR
The full Sprite Editor allows you to view/modify the whole sprite set including any "attached" sprites. PLUS A RANGE OF IMPROVED FEATURES.

VIRUS DETECTION
Comprehensive virus detection and removal features to protect your software investment. Works with all presently known viruses.

NEW **BURST NIBBLER**
Now this super disk copier program is built into Action Replay Mk III. Just imagine a superfast, efficient disk copier program at the press of a key - no more waiting.

SAVE PICTURES AND MUSIC TO DISK
Pictures and sound samples can be saved to disk. Files are saved directly in IFF format suitable for use with all the major graphic and music packages. Samples are displayed as screen waveform.

NEW **PAL or NTSC MODES SELECTABLE-**
Useful for removing ugly borders when using NTSC software. (Works only with newer Agnus chips).

NEW **SLOW MOTION MODE**
Now you can slow down the action to your own pace. Easily adjustable from full speed to 20% speed. Ideal to help you through the tricky parts!

MANY MORE INSTANT CLI COMMANDS-
like Rename, Relabel, Copy, etc.

NEW **RESTART THE PROGRAM**
Simply press a key and the program will continue where you left off.

FULL STATUS REPORTING
At the press of a key now you can view the Machine Status, including Fast Ram, Chip Ram, RamDisk, Drive Status, etc.

POWERFUL PICTURE EDITOR
Now you can manipulate and search for screens throughout memory. Over 50 commands to edit the picture plus unique on screen status "overlay" shows all the information you could ever need to work on screens. No other product comes close to offering such dynamic screen handling of frozen programs!!

NEW **JOYSTICK HANDLER-**
allows the user to select Joystick instead of Keypresses - very useful for many keyboard programs.

MUSIC SOUND TRACKER
With Sound Tracker you can find the complete music in programs, demos, etc. and save them to disk. Saves in format suitable for most track player programs. Works with loads of programs!!

AUTOFIRE MANAGER
From the Action Replay III preference screen you can now set up autofire from 0 to 100%. Just imagine continuous fire power! Joystick 1 and 2 are set separately for that extra advantage!

NEW **IMPROVED RAM EXPANSION SUPPORT**
Now many more external Ram Expansions will work with all Action Replay III commands.

DISKCODER
With the new "Diskcoder" option you can now 'tag' your disks with a unique code that will prevent the disk from being loaded by anyone else. "Tagged" disks will only reload when you enter the code. Very useful for security.

NEW **SET MAP-**
allows you to Load/Save/Edit a Keymap.

PREFERENCES
Action Replay III now has screen colour preferences with menu setup. Customise your screens to suit your taste. Very simple to use.

DISK MONITOR
Invaluable disk monitor - displays disk information in easy to understand format. Full modify/save options.

IMPROVED PRINTER SUPPORT-
including compressed/small character command.

NEW **DOS COMMANDS**
Now you have a selection of DOS commands available at all times - DIR, FORMAT, COPY, DEVICE, etc.

NEW **FILE REQUESTER-**
if you enter a command without a filename, then a file requestor is displayed.

DISK COPY
Disk Copy at the press of a button - faster than Dos Copy. No need to load workbench - available at all times.

PLUS IMPROVED DEBUGGER COMMANDS-
including Mem Watch Points and Trace.

NEW **BOOT SELECTOR**
Either DFO or DF1 can be selected as the boot drive when working with Amiga Dos disks. Very useful to be able to boot from your external drive.

PLUS A MACHINE CODE FREEZER MONITOR WITH EVEN MORE POWER!!

EVEN MORE FEATURES INCLUDING 80 COLUMN DISPLAY AND 2 WAY SCROLLING:-
● Full M68000 Assembler/Disassembler ● Full screen editor ● Load/Save block ● Write String to memory ● Jump to specific address ● Show Ram as text ● Show frozen picture ● Play resident sample ● Show and edit all CPU registers and flag ● Calculator ● Help command ● Full search feature ● Unique Custom Chip Editor allows you to see and modify all chip registers - even write only registers ● Notepad ● Disk handling - show actual track, Disk Sync. pattern etc. ● Dynamic Breakpoint handling ● Show memory as HEX, ASCII, Assembler, Decimal ● Copper Assemble/Disassemble - now with suffix names

REMEMBER AT ALL TIMES YOU ARE INTERROGATING THE PROGRAM IN IT'S "FROZEN" STATE WITH ALL MEMORY AND REGISTERS INTACT - INVALUABLE FOR THE DE-BUGGER OR JUST THE INQUISITIVE!

ACCESSORIES

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PRORAM £14.99
1/2 Meg upgrade for A500. Also features Chip MEM Option

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Upgrade your A500 Plus to a full 2 Megs of Chip RAM. Simple plug in card

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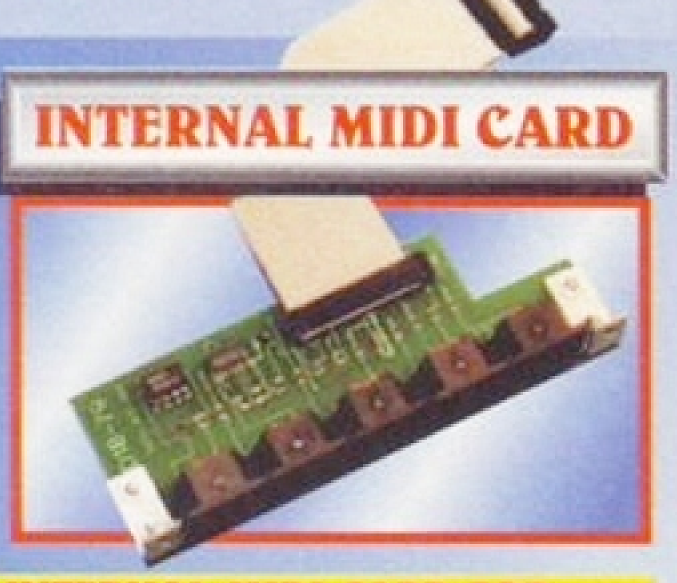
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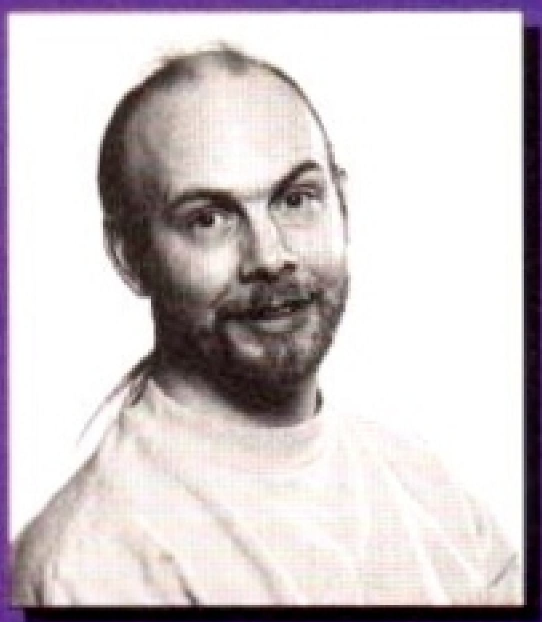
INTERNAL MIDI CARD



INTERNAL MIDI CARD FOR A2000/1500/3000 £19.99
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3 metre long genuine Midi Cables.

LOGIC 3 MOUSE £14.99
Top quality, super smooth replacement mouse. High resolution.



JEFF WALKER

Even after last month's outburst, Jeff is still happy for his photograph to appear in this magazine. This month Jeff has a go at you, and me and just about everybody with anything to do with the Amiga. We'll expect the death threats soon...

THERE'S NO SUCH THING AS A FREE LUNCH

Bet you love being given full commercial applications every month. Bet you don't give a toss that it's an old version. Bet the main reason you buy magazines is for the Coverdisks. But is giving away fully-working commercial applications such a good idea? Don't be daft, you say, course it is. Something for nothing has got to be a good thing. Hasn't it?

Well, consider this. Once upon a time you used to get given commercial games. Back in those early trail-blazing Coverdisk days the games companies were climbing over each other to give you full games, old ones that were not selling any longer. You lapped it up. In fact you lapped it up so much that sales of new games plummeted. Bad sales means bad profits, and bad profits means less money to develop more games.

The apparently harmless act of giving away old games that no one was buying any longer had backfired. Desperate measures were needed, so the games companies and the magazine publishers got together and thrashed out an agreement to rescue the games market but at the same time not harm the magazine market. And you don't get given full games any more. It was at exactly this time that full commercial applications began to appear on Coverdisks. You can guess why. But is what happened to the games market now happening to the applications market?

The main perspective seems to be that giving away old full versions is a good advert for the current version, especially if there is a discounted upgrade offer. Ah, but then if the program is fully working and you got it for nothing, why pay out for the same thing again? OK, the current version might have a few extra features, but the program you've been given does all you want of it. Doesn't it? And, if it doesn't cost anything, you will put up with bugs, crashes, naff features, absolutely any inconvenience at all rather than spend money unnecessarily. Won't you? Don't be daft, you say, if I can check the quality of an expensive program for free, I'm more likely to buy the most recent version.

But are you? If that is the case, how come last year we lost both HB Marketing and Micro-PACE, the two major UK Amiga software distributors? Both companies, just before disappearing, were bemoaning the fact that while hardware sales were doing fine, software sales were awful. Now we're left with just Meridian as a major importer of software, which means that if Meridian don't want to bring a product to the UK, chances are you will have to shop for it internationally.

As it happens Meridian take their job extremely seriously and handle the UK distribution for a lot of Amiga software companies worldwide. But not all of them, not by a long chalk, and there are many small companies whose products you now cannot buy in the UK.

So are falling UK sales of Amiga applications and the demise of HBM and Micro-PACE linked to Coverdisk software? Who knows? It's interesting that full applications on Coverdisks are peculiar to UK Amiga magazines. In countries where there are few Coverdisks, and where a crippled demo is the most that 's given away, software sales and mag sales, are fine.

But what is going to happen if UK software sales continue to fall and Meridian goes the way of HBM and Micro-PACE? I'm not suggesting this is going to happen, Meridian appear to be on very sound ground, but imagine for a moment that the worst did happen. Where would all the UK shops and mail order companies get their software from ?

Without at least one major UK Amiga software distributor, Amiga software sales could wither and die. Indirectly it will have been your fault, because it is you who are not buying the software. But if, as I suspect, you are not buying the software because you have all this lovely free Coverdisk software, then it will be the software companies themselves who will have caused their own downfall. Chew on that.

THE OPINIONS EXPRESSED HERE ARE NOT NECESSARILY THOSE OF AMIGA FORMAT

On the SERIOUS SIDE

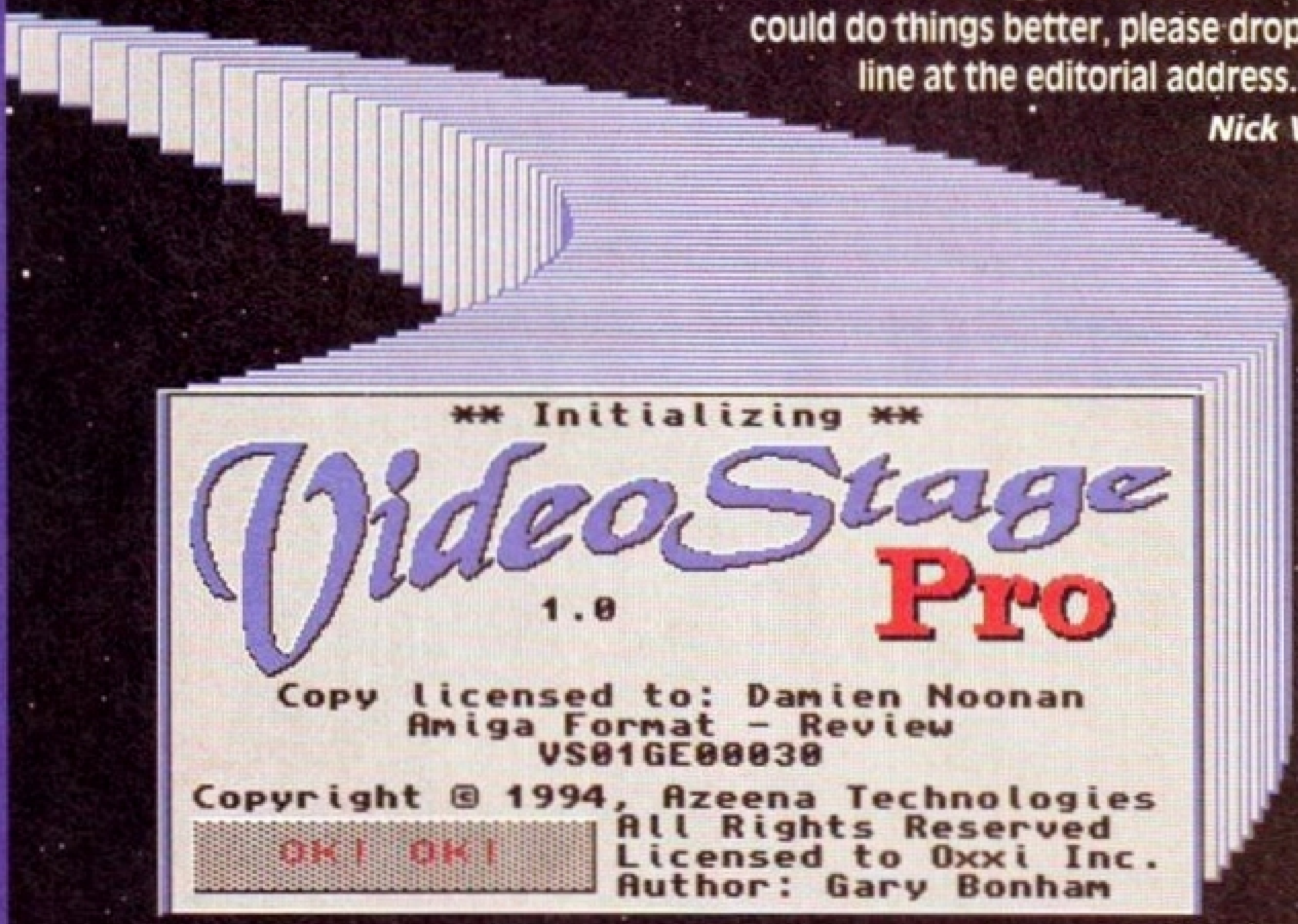
ONCE AGAIN I BID YOU welcome to the 'serious' bit of the magazine. I dislike the word serious because it implies that doing anything other than playing games on your computer means that you are not having fun. I hope you do have as much fun exploring your Amiga's other capabilities.

It is a real delight for us to get our hands on all the latest software and hardware every month and it is pleasing to see that even after nine years on the go, the Amiga is still at the cutting edge of home computing.

But bear in mind that we review all the prominent releases, not just the things which will look good or get a good score. Every month we aim give you a complete guide to products currently available.

We're not perfect. Very occasionally we do make mistakes, but rest assured that we will always put them right. If you have a problem with any of our reviews, or you have a suggestion about how we could do things better, please drop me a line at the editorial address.

Nick Veitch



REVIEWS



Photo CD may just change the way you use your Amiga.



It has the pedigree, but is *Mediapoint* better than *Scala*?



With *Videomaster* you can create your own movie epics.

Will the revolution in consumer photography have any effect on the computer industry? And if it does, what part will the Amiga play? Nick Veitch takes his holiday snaps to a High Street processors to see if Photo CD lives up to its hi-tech reputation.

WHETHER YOU LIKE it or not, sooner or later everything you want to watch, see, hear or play, will be on Compact Disc. It doesn't really matter what you think, the information industry has already decided that whatever it is, it must fit on to five inches of coated plastic disc.

Fortunately for the average Amiga owner, we are becoming quite well supported with CD technology. You have always been able to connect a CD-ROM drive to your machine, as long as you have a suitable SCSI interface.

OK, Commodore have not produced a stand-alone unit for the A1200 and A4000s themselves, but even if they had it could not hope to be of any better quality than the ones that already exist. A500 owners have been able to connect the A570 unit to their machines for a few years now, and of course the CDTV has a drive built in.



Photo CD isn't just a novel way of storing and displaying holiday snaps, it's also a source of images for graphics programs.

Focus on PHOTO CD



This is a zoom into a high resolution (3072 by 2048 pixel) Photo CD image.



Among the Kodak range of Photo CD players is this rather attractive portable one – if you have a portable telly as well you're set for life.

In the simplest possible terms, a Photo CD is just a CD drive that contains a lot of pictures. You can store up to 100 pictures on each disc. And with a suitable player, you can then view the pictures on your television or monitor.

Kodak have already released their own Photo CD players, which retail for as little as £150, but you can access the images just as well using any CD-ROM drive on an Amiga, provided that you have all the right equipment.

HOW DOES PHOTO CD WORK?

The process is fairly simple, and it begins with your camera. It doesn't really matter what sort of camera you have, as long as it produces some sort of negative or transparency film. When you have taken all the pictures that you want of your dog, your girlfriend, or picturesque views out your bedroom window at midnight, you simply pop along to Boots or Dixons or anywhere else displaying a Photo CD sign and leave the film to be developed.

Under normal circumstances, your negative or transparency film is chemically

Continued overleaf



This standard Kodak Photo CD player also doubles as a fully-featured audio Compact Disc player, but wouldn't you rather have a CD-ROM drive to plug into the SCSI port of your Amiga?

THE PATH TO PHOTO CD

A4000: Get hold of a decent SCSI controller (the A4091 if you have a super Buster, or an old GVP HC8 will do the job). Call First Computer Centre (0532 637988) and persuade them to send you a nice Sony internal CD drive which will fit in your 5.25-inch bay. Purchase the ASIM Photo CD software and a copy of *ImageFX* and you are away.

A3000: You need to get hold of a good external SCSI CD-ROM drive. Try Almathera on 081-687 0040. Aside from that you will need the software as above.

A2000/1500: You won't be able to use the A4091 because you don't have Zorro III. You can still use the HC8 card, though.

A1200: You will need a SCSI controller. Because you also need some memory, GVP's SCSI+RAM is a good option. Then you need an external CD-ROM drive. Again, call Almathera.

A500/A500+: See if you can get hold of the A570. It's a good drive and you can get them for next to nothing these days.

A1000: If your A1000 is still in use you are either a technical wizard who has already upgraded it to 2Mb Chip RAM and Workbench 3.1 and don't need us to tell you how to add CD-ROM or you aren't interested in new technology.

processed and, once the film is dry, it goes through a large machine which makes individual prints. This is where the Photo CD process differs from the norm. Your actual film will be scanned in by a very high resolution transparency scanning device, which will create a computer bitmap image of each frame.

This image data is then compressed and stored in five different resolutions. When all the pictures have been scanned, the complete set is stored on to a Compact Disc. An inlay card is printed with little thumbnails of all your pictures on it.

At present, this process takes a week, but if more people use the Photo CD format, this production time could be reduced dramatically. Once you have taken the disc home, and assuming you have a player, you can then look at all the nice pictures on a television or monitor.

The cost to you is £12.99 to transfer a 24-frame film. The Compact Disc costs about £6 on top of this, but because it is recordable, you can take it back and have more pictures added, up to a total of around 100 images.

THE AMIGA PHOTO CD ANGLE

None of the current Amiga computers directly support Photo CD. Well, the only one which could is the CD32, and although interest has been shown, nothing has appeared yet. At the moment it is very much up to third party developers to support the Photo CD format.



One of the sample pictures provided with the Kodak Photo CD player. This is typical of the quality you can expect from Photo CD.



First person to tell us where this picture was taken wins an unspecified prize...

Fortunately, some have already stepped into the fray. There is a Photo CD loader for *ImageFX*, which supports the file format in all resolutions. There is also a Public Domain program which will convert the Photo CD images into standard IFF files, but this is very memory-intensive and requires over 20Mb for the highest resolution images.

But this still leaves the problem of getting the Photo CD images on to your Amiga in the first place. It may not be as easy as it seems. The simplest way is to buy a Macintosh or a PC with Photo CD software and transfer the images across. This is not really an ideal solution unless you have a lot of spare cash lying around (in which case send it to us at the usual address and we will look after it for you)

The second best way is for you to get your hands on a CD-ROM drive and attempt to take the images directly off disc. If you have an A500 or A500+, get hold of an A570 unit (there should still be plenty around). Because the file format is non-standard, you will also need to find and use some system software which will enable you to read the data from the discs.

UP THE RESOLUTION

To facilitate the features of the Kodak Photo CD players, each picture is encoded at five different resolutions. For a slide-show preview, for example, the lowest resolution would be used (192 x128 pixels). For a full screen display, a medium resolution would be used (768 x 512).

The higher resolutions are for zooming in on details with the Kodak player. A pleasing by-product of this is that you get a superb 3072 x 2048 pixel image, easily big enough for publishing purposes.

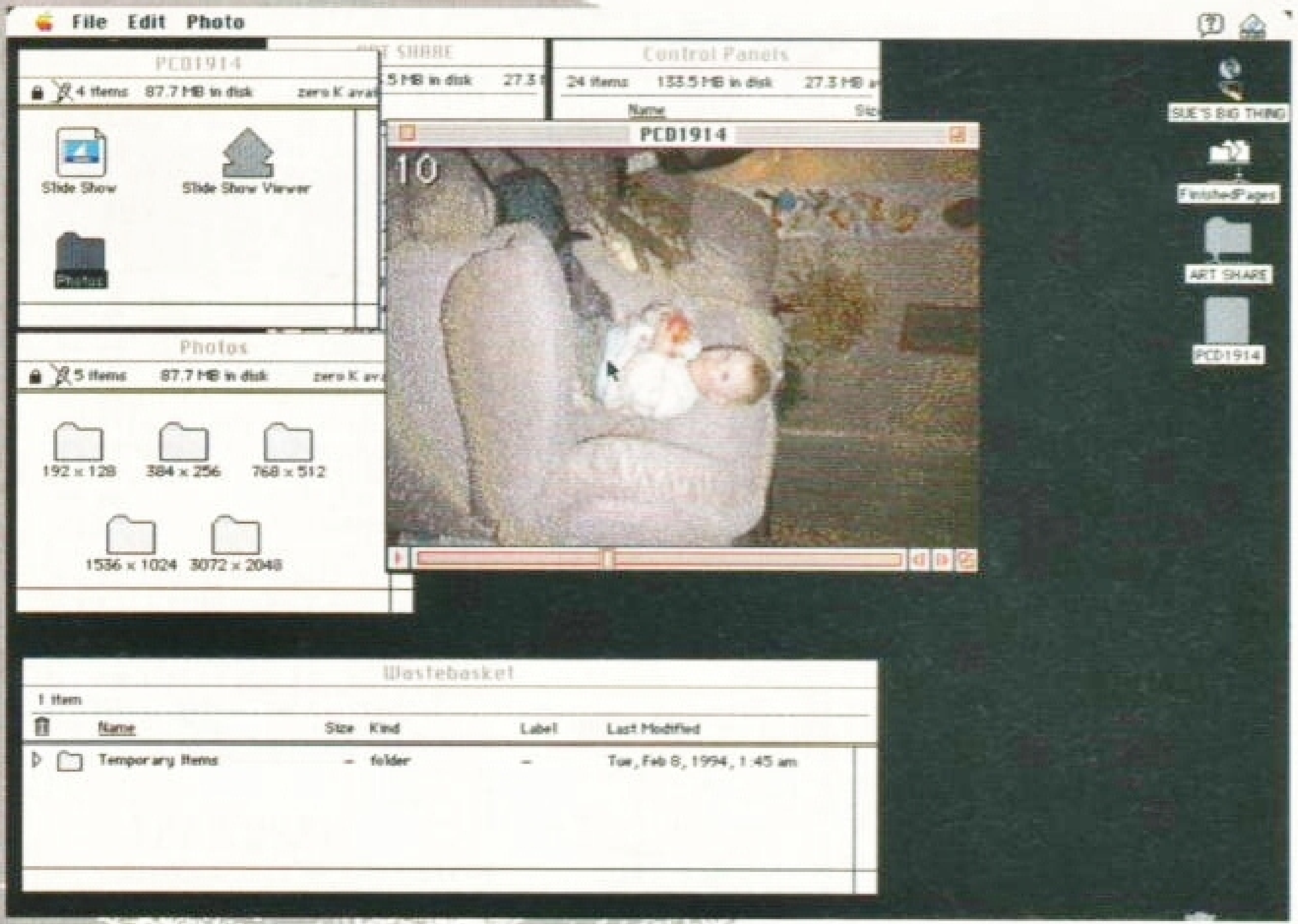
The picture data conforms to a 16:9 aspect ratio, which is the same as a standard TV – the pictures are optimised for display on a TV or monitor. This doesn't pose a problem for Amiga applications.



The lowest resolution pictures on the disk are only 192 x 128 pixels – useful for thumbnails.



The second resolution size is 384 x 256 pixels – good for general purpose size.



This is the slideshow program for the Macintosh. As you can tell, the software support isn't that great, so the Amiga could easily be a better platform if someone decided to develop for it.



This picture was taken off the Photo CD by an Amiga with a CD-ROM drive and converted to IFF format by a PD utility.

Luckily, ASIMWare produce a set of CD utilities which includes a Photo CD access and conversion program. Files can be accessed directly from the disc, viewed in a black and white preview format and converted to 24-bit IFF images.

CHEAPER, BETTER AND FASTER

Anyone who uses a lot of high-quality images will surely see the benefits. Whether it is textures for *Imagine* or pictures for desktop publishing, high-quality high-resolution scans are costly and difficult to obtain – even if you can find a cheap print bureau to do the job for you they will undoubtedly supply the results in Mac format. Unless you have an Epson GT 6500 scanner with a transparency adaptor, Photo CD offers you a much faster and cheaper way to get real world images on to your computer system.

Even at the present prices it works out at 50p per image – a bit of a bargain. With the Amiga becoming the punter's choice for multimedia display systems, it is surely only a matter of time before the Amiga is better supported.

Developers take note – we want Photo CD databases, Photo CD desktop publishing packages and direct Photo CD support for our authoring tools.

PRICES AND CONTACTS

PHOTO CD HARDWARE:

Photo CD Writer 200 – £3,995
Photo CD players from £149
Kodak Limited – 0442 611222

CD-ROM DRIVES:

Almathera 081-687 0040
First Computer Centre 0532 637988

PHOTO CD FILE SYSTEM:

ASIMWare CD utilities $79
0101 905 578 3966

FORMAT FOLLIES – WHY BE DIFFERENT?

Why oh why is the Photo CD format so different? The Macintosh uses ISO9660, so does the PC and so does the Amiga. Photo CD is sadly not quite the same. What is the point of Kodak producing images on a media which everyone can use, but then using a different format for the discs? The answer, as it always tends to be, is at least in part, money. If the images were to be stored in a normal format, it would be easy for anybody to access them. As it stands, you really need to get the proper developer's kit to be able to fathom how it works – licensing by the back door.

Obviously companies such as Adobe can afford to pay licences for their top-end Mac software, but for the software companies supporting home computer users (such as Amiga developers), licensing fees would mean bumping up the price of their software – something which they are loath to do.

In spite of this there is some Amiga Photo CD software available. There is already a Photo CD loader for *ImageFX*, and surely an *ADPro* extension won't be far behind. There is also a PD file converter which will convert Photo CD images (PCD) to standard IFF files.

PICTURES IN A CAN OF WORMS

The rewritable aspect of Photo CD means that more pictures can be added to your disc at a later date. But this shouldn't confuse you into thinking that you can treat a Photo CD in the same way as you can treat a hard or floppy disk.

Photo CD is a Write Once Read Many (WORM) device, which means that although you can write on it, you can't delete any of it.

Think of it like a stone tablet. You can easily chisel new words on at a later date, but you can't edit or erase what has already been written on to it.

The WORM CD works by using a special laser to fix the substrate on the disc. Once the data has been fixed it cannot be changed. So you can add pictures to your discs, but you can't delete them.



The standard resolution is 768 x 512 pixels – the same size as an overscanned PAL video screen.



1536 x 1024 is a big image size – useful for zooming in on a bit of detail.



The highest resolution is 3072 x 2048 pixels – that's eight times bigger than the television screen.

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Directory Opus 4	54.99
Ami-Back	34.99
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Ami-Back Tools	34.99
GB Route Plus (New Vers.)	34.99
Quarterback 6 H/D Backup	54.99
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Video Back-up	49.99
Icon Paint	7.99
BOOKS	
Amiga 1200 Insider Guide	12.99
Amiga 1200 Next Steps	12.99
Assembler Insider Guide	12.99
Mastering Amiga Arrex	17.99
Mastering Amiga Beginners	15.99
Mastering Amiga AMOS	15.99
Mastering AmigaDos2	14.99
Mastering AmigaDos3	15.99

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Item	Price
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A1200 Basic Pack	279
A1200 + 85MB HD	479
A1200 Desktop Dynamite	339
A1200 Desk-Dyn+85mbHD	539
A4000/030(120MB)	ring
GVP A500 42Mb+8Mb(0k)	199
120Mb for A600/A1200	199
170Mb for A600/A1200	229
Amitek 3.5" External Drive	55
Zappo 3.5" External Drive	55
Zydec 3.5" External Drive	53
A500 3.5" Internal Drive	49
A600 512k Upgrade	15
A600 1Mb Upgrade	38
A500 Plus 1Mb upgrade	35
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Triple Action5 – Crazy Cars 3, Battletech, GrandPrixMaster – £9.99

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Item	Price
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A500RX 8Mb RAM (2Mb)	129
A500RX 8Mb RAM (4Mb)	219
A500RX 8Mb RAM (8Mb)	339
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AT-Once PC 286 Emulator	189
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Sharp JX100 A6 Col. Scanner	379
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50 Blank Disks	20
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Philips 8833-II (UK Model)	189
Commodore 1084/1085s	189
Commodore 1942 Multisync	339
PRINTERS	
(Inc. lead+Amiga Printer Driver)	
Star LC100 Colour	149
Star LC200 Colour	169
Star LC24-30 Colour	269
Starjet (Bubblejet)	209
Citizen Swift 90 Colour	169
Citizen Swift 240 Colour	249
Citizen Swift 200 Colour	209
Canon Bubblejet Portable	209
HP Deskjet 550C Colour	499
HP Deskjet500C	319
HP Deskjet510 Mono	279
HP Deskjet310 Col.Portable	269

A1200 AGA SOFTWARE

Title	Price
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Simon Sorceror	£23.99

What is multimedia? Who uses it and why? What do you need to use it effectively? Nick Veitch sifts through the facts and answers the questions.

Scala is probably the best known multimedia authoring system for the Amiga, and is responsible to a large degree for the machine's success in this field.



MULTIMEDIA

MULTIMEDIA IS NOT a modern day invention. To be tedious we can resort to that journalist's old favourite, the dictionary definition, where we find that multimedia is apparently: 'presenting information in both audio and visual formats'. This means that television is a form of multimedia, and so is someone showing you their holiday slides and talking you through them in excruciating detail.

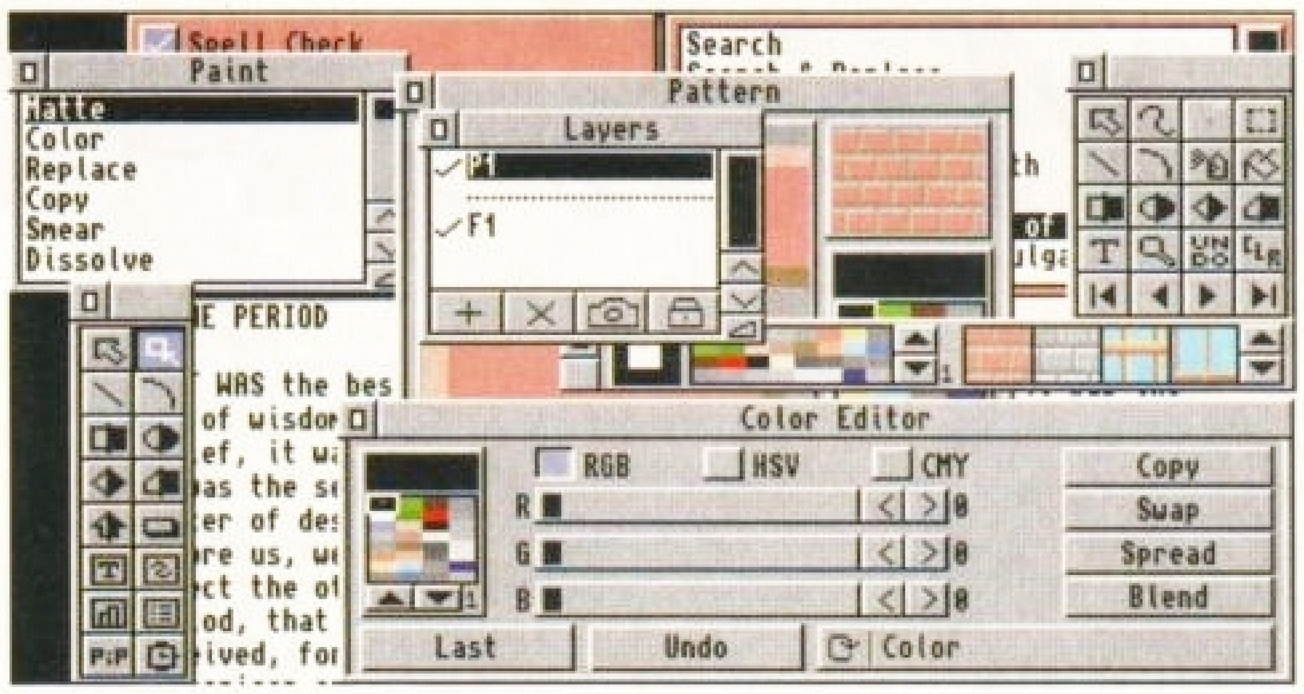
When it comes to computers, multimedia tends to mean an interactive system where data (as either text, pictures, sounds or animations) can be drawn on from one or number of storage devices and presented to the user simultaneously.

Probably the first real multimedia project of note was the BBC *Doomsday* project. Thousands of schoolchildren across the country collected data in the form of sounds, pictures and maps of the area in which they lived. All this data was then put together in a giant laserdisk extravaganza to give a fairly accurate picture of life in the contemporary United Kingdom.

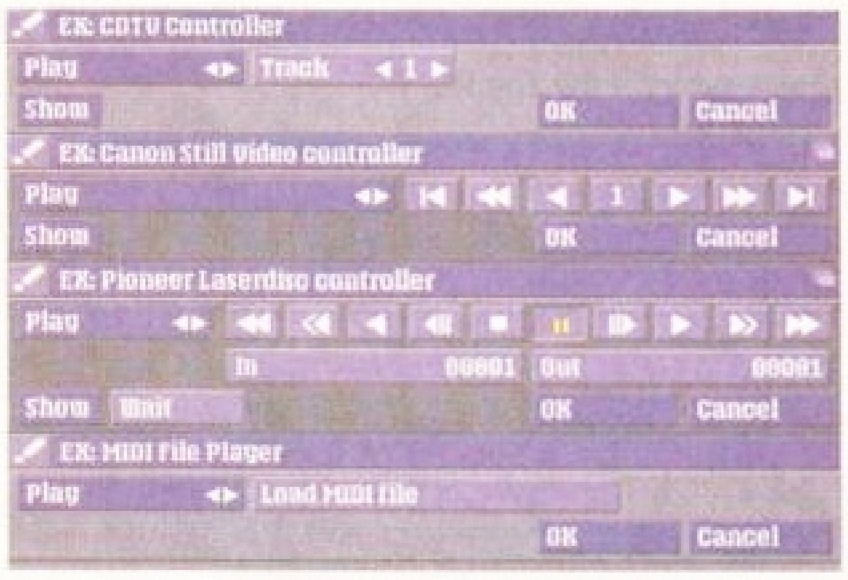
Sadly, most of the technology used became obsolete by the time the data was collated, but it is one of the best example of a proper multimedia application.

Interestingly, the Amiga is probably the machine most used for multimedia presentations. The reason is obvious – it is cheap, fast, flexible and easy to use. The Amiga is capable of driving all sorts of off-line storage systems such as CD-ROM drives, laserdisks and can handle a wide range of display formats.

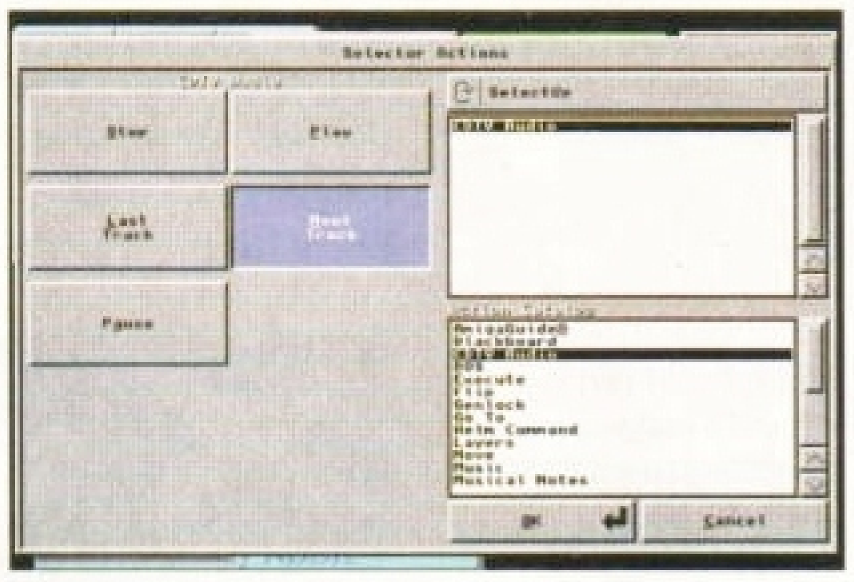
Multimedia terminals are becoming a part of everyday life. Department stores and shopping centres are turning on to the idea and many hotels use them as in-house information channels. If the railways were run properly we'd have one on every platform, as they do in other countries. Museums and tourist sites are prime targets for the information revolution. And when thoughts turn to such equipment, the Amiga is invariably top of the shopping list.



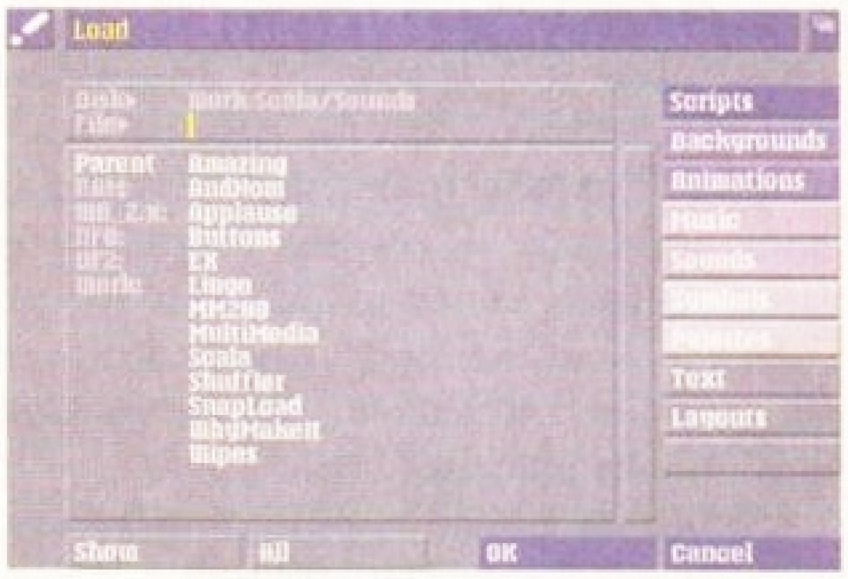
Helm is really a multimedia tool geared more towards making applications programming easier.



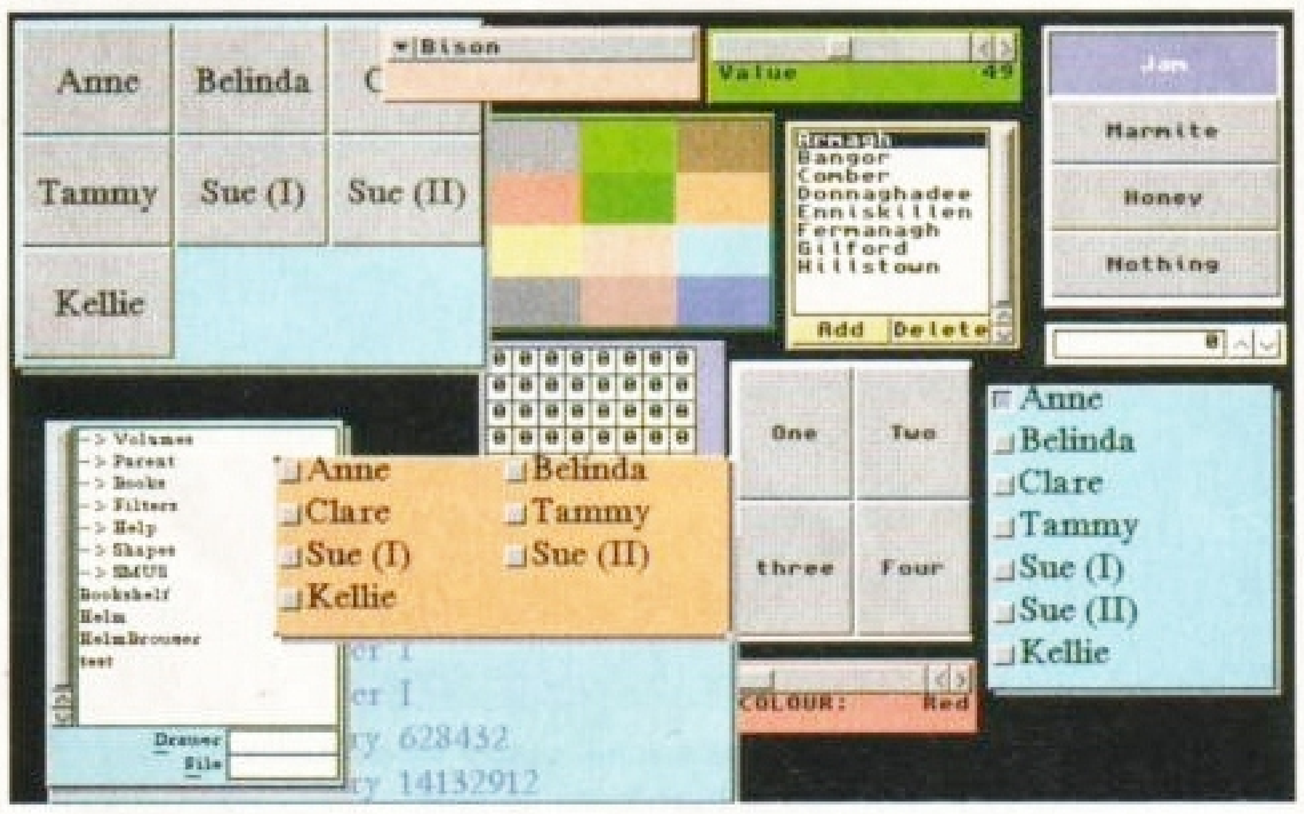
Using Scala to control a laserdisk slideshow is a fairly minor task.



A true multimedia system will be able to control many different external devices.



One of *Scala*'s main advantages is that it is incredibly easy to use.



The ability to display data and accept input in a variety of ways is important in a multimedia system.

Even the most basic Amiga is capable of displaying pseudo 24-bit images and has 2Mb of RAM to throw around. It is hardly surprising it's the people's choice.

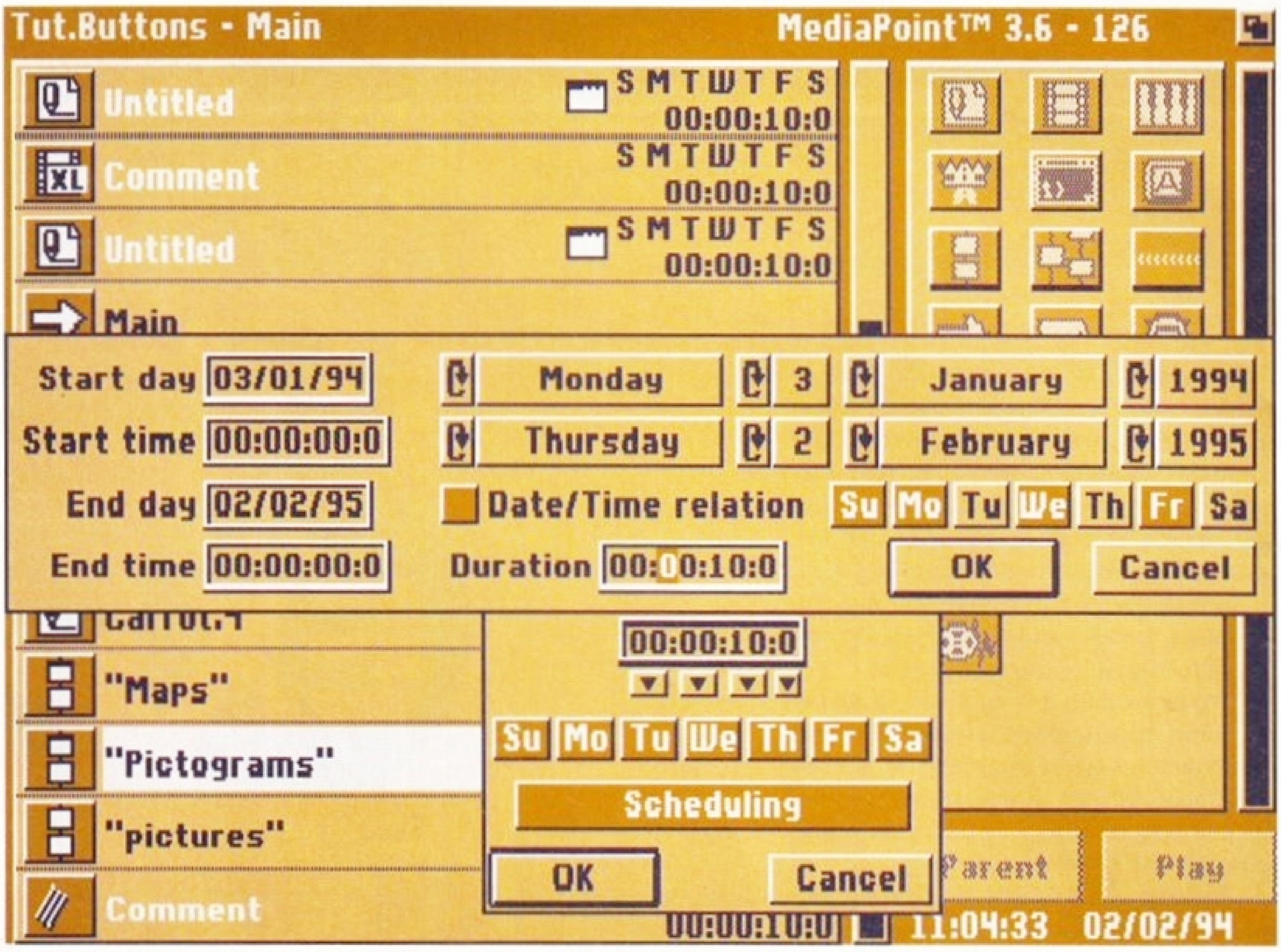
What a machine depends on, however, is the software support. The Amiga has had that support, with programs such as *Scala*, which are not only impressive in action, but are intuitive and easy-to-use. Many applications, such as in-store maps and information, may require that the multimedia terminal be updated periodically, and if this is to be done by novice users, the software should be as straightforward and simple-to-use as possible.

In some ways the authoring systems themselves have to be as interactive and user-friendly as the applications they are used to create.

The Amiga provides just the right environment, and now we are getting multimedia authoring systems from the likes of Gold Disk's *Hyperbook*, through *Scala* and *Helm*, up to the big boys such as *Infochannel*. Curiously enough, Commodore are partly responsible for the wealth of software by bundling their own effort, *AmigaVision*, with the A3000.

The latest firm to try for the multimedia crown is Activa. Better known for their rendering software, *Real3D*, they have now turned their talents to the second largest Amiga industry, multimedia. For the full review, read the next two pages…

Is MediaPoint a serious rival to Scala's title as the leading Amiga multimedia package, or is it just an insolent young pup that deserves to be put in its place? Jolyon Ralph puts Activa's package to the test.



By scheduling your script, you can select certain pages to be displayed on certain days at specified times.

*Media*POINT

MEDIAPOINT IS A new multimedia package from Activa in Holland, the company responsible for the impressive *Real3D* ray–tracing software.

Now, there's one word you will find in every review of *MediaPoint* in every magazine, and that word is *Scala*. Whether they say '*Scala*–like', '*Scala*-clone', '*Scala*-beater' or just '*Scala*-ish' there is no denying that *MediaPoint* is a lot like the *Scala* multimedia package.

Even the *MediaPoint* logo (an 'i' in a box) is a sneaky reference to the *Scala* logo (an exclamation mark in a box).

Scala is the sort of package that is rare on the Amiga. It is universally loved, wins all the awards and makes people who have never heard of Commodore go out and want to buy an Amiga.

But do we need another *Scala*? Is *MediaPoint* really better? Read on...

MediaPoint is, at first glance, similar to *Scala* in that it enables the user to create complex interactive or non-interactive video and audio (multimedia) presentations, or it can even be used as an Amiga–based replacement for those old overhead projection slideshows.

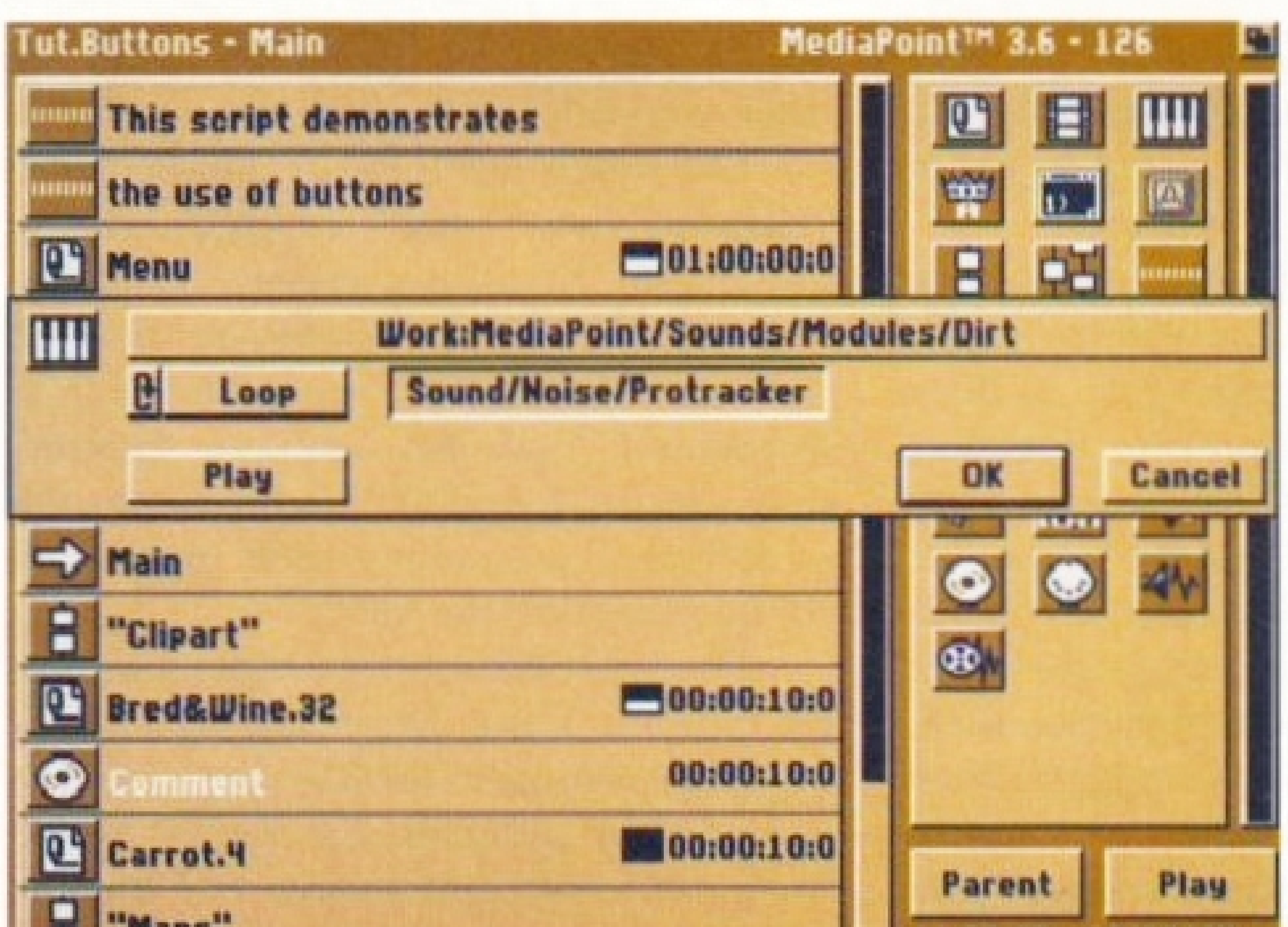
However, first appearances can be deceptive, and *MediaPoint* is actually much closer in use to Commodore's *AmigaVision* than it is to *Scala*. It has far more powerful scripting and looping functions than *Scala*, which inevitably means that *MediaPoint* is more difficult to learn, although if you ignore some of the more complex features you can use *MediaPoint* almost without touching the manual.

Using *MediaPoint* is quite simple. You pick up an Effect Icon from the Effect Window and drop it into your script. You can build up your presentation in pages, each containing many effects. These pages can then be saved individually, enabling you to create modules that can be merged into different scripts. This feature is ideal if you have, for example, an advert sequence that needs to be the same in several different presentations.

MediaPoint allows far more complex scripting than *Scala* does (at least without delving deep into the Scala Lingo script language) with Serial and Parallel Branching, Variables, Goto Statements, conditional branches and more. Unfortunately the user-interface is rather minimalistic – I kept on looking for menu options I expected to be there, but couldn't find them.

Many options, such as Record, which enables you to record script timings from the mouse or keyboard, are hidden in strange places or on key combinations that take a thorough manual–browse to find.

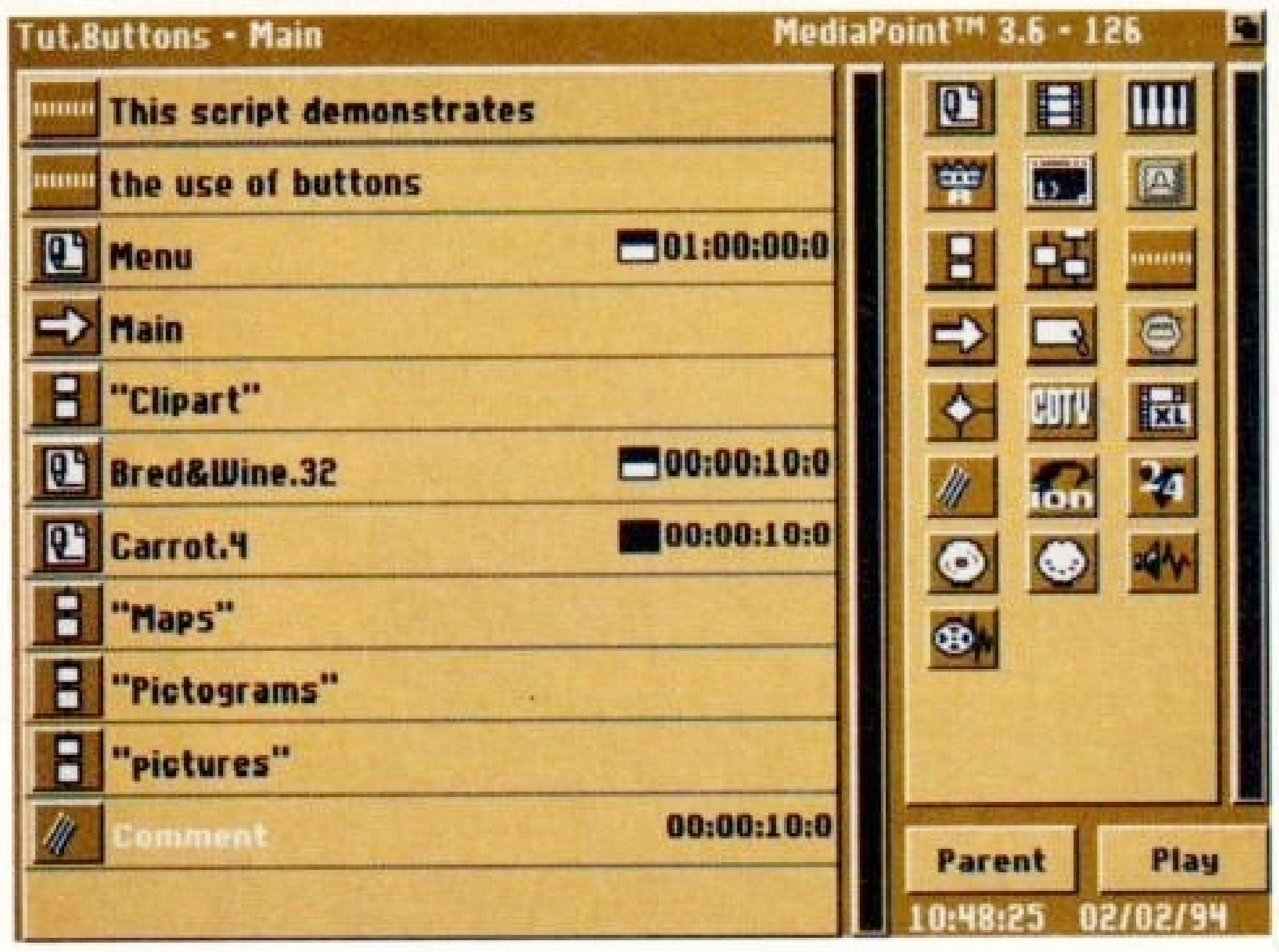
There is no on-screen help of any kind, which is a real omission. You can't



***MediaPoint* can use the PD sequencer and sampling programs *SoundTracker NoiseTracker* and *Protracker* as well as several other music file formats.**



One of *MediaPoint*'s strongest points is that screens or clips can be loaded by a thumbnail file requester. The only disadvantage to loading in this way is that is can be slow.



Because *MediaPoint* is icon-driven, you can just drag an icon from the icon list into your script to use it.

even find out what an icon is supposed to do without adding it into your script and seeing what the requester asks for.

In terms of features *MediaPoint* has taken *Scala 2* as a starting point, I cannot think of any effect that *Scala* can do that *MediaPoint* cannot. All of the fancy screen transitions seem to be there, up to (but not better than) the quality of the *Scala* transitions, and light years better than the abysmal screen transitions in *AmigaVision*.

It can display IFF pictures in any resolution (including AGA), it can import 24-bit IFF pictures and remap them to any AGA screenmode, and it can support colour cycling, but there is no way of setting cycle ranges within the program, and, like *Scala*, cycling stops while screen transitions are running.

MediaPoint can also load and play IFF Anim files, not only standard IFF Anim-5 but also the newer and faster Anim-7 and Anim-8 formats, although unlike *Scala* no utilities are included with *MediaPoint* to create these faster animations. The manual suggests that you use one of the various PD utilities or *Art Department Professional*.

Unlike *Scala* it can play CDXL animations directly from hard disk or CD-ROM. This can give full-screen motion video, albeit in a slightly blocky form, but again there are no utilities provided to actually create these files, and there are no examples included.

Music and sound are well supported. Not only can you play IFF 8SVX sound samples (from memory or direct from disk) but you can play most formats of music modules (including *ProTracker*), Midi files (if you have a midi interface), CD Audio (on an A570 or CDTV) or even 12 and 16-bit stereo audio via the *Sunrise AD1012* or *AD516* cards.

MediaPoint also includes a date and time scheduling feature that is only found on *Infochannel*, the very expensive big brother to *Scala*. This gives you the chance to set up scripts to do different actions on different times or on different days. So, for example, if you used it to create a display in a fast food restaurant, you could create different items in the script for breakfast, lunch and evenings.

All that is lacking that *Infochannel* has is a modem and network link-up for large networks of machines. This is available as a separate Remote Access module.

MediaPoint doesn't come with many backgrounds, example clips or fonts, and those that are supplied are generally not up to the superb *Scala* standard. However, there are three big points in *MediaPoint*'s favour. Firstly, unlike *Scala*, the product is not protected. *Scala* comes with a Scala Key dongle which you have to plug into the joystick or mouse port. *MediaPoint* does not have any hardware or software protection.

> “ *MediaPoint* is capable of displaying IFF pictures in any resolution, music and sound are well-supported, and it can play CDXL animations directly from hard disk, giving full-screen motion video. ”

This shows a great deal of trust which I hope *MediaPoint* users will not abuse, but dongles only inconvenience the honest purchaser, and pirates will always be able to get hold of a non-dongle version. It has never seemed fair to me that honest users should be inconvenienced because of pirates. Now I hope that Activa will also get rid of the dongle on their *Real 3D V2*.

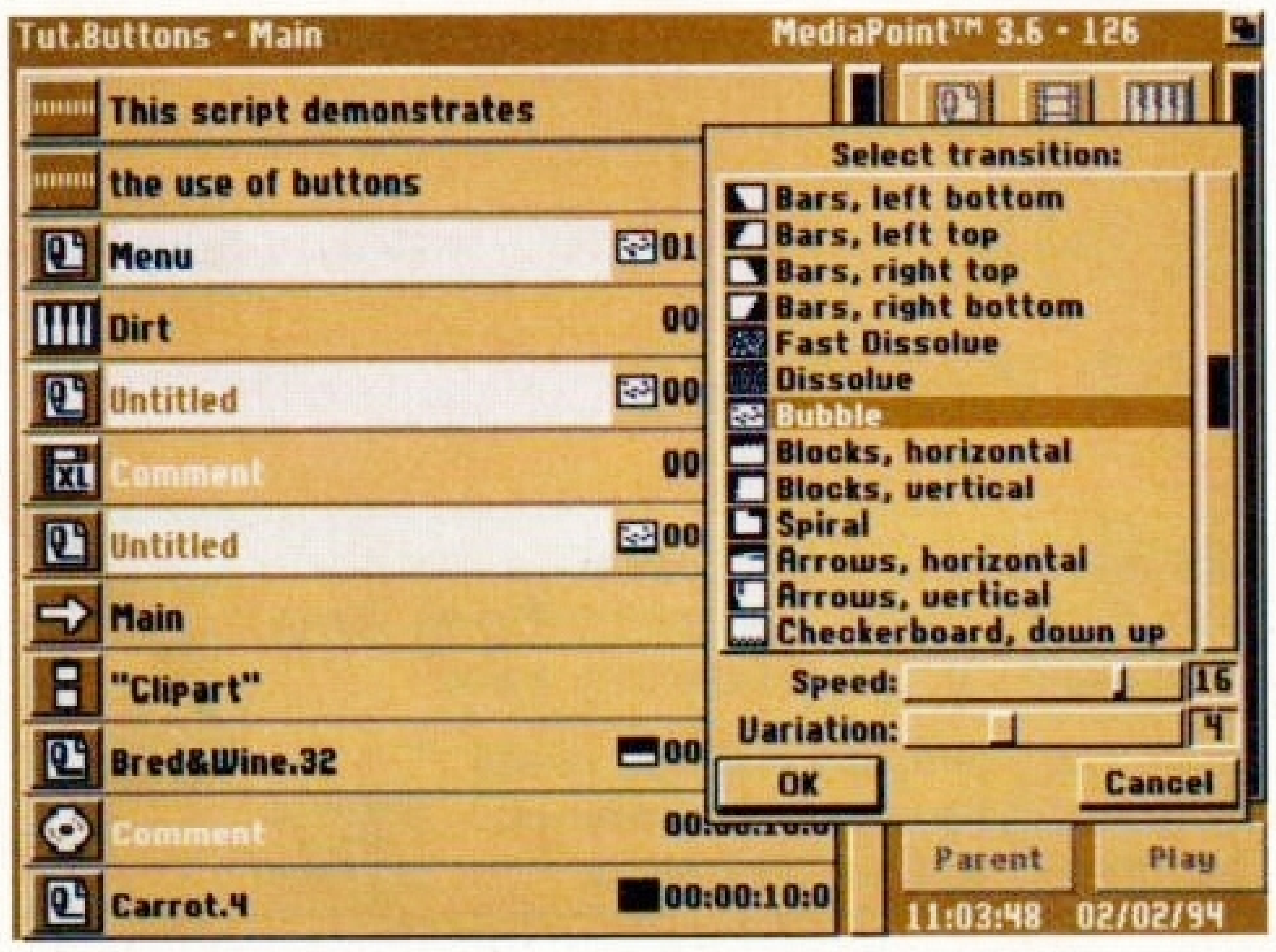
Secondly, *MediaPoint* has a freely-distributable player which enables you to create presentations and distribute them without paying a licence fee to Activa. Scala UK require a licence fee for every presentation you distribute, and you need a dongle on every machine it runs on.

Thirdly, Activa have published developer documentation on their Xapp module format. This means anyone can write Xapps to use with *MediaPoint*, either to support new file formats or effects, or new hardware.

This expandability is a major point in *MediaPoint*'s favour and I expect we will see many Public Domain add-ons for *MediaPoint* in the near future.

MediaPoint is certainly a more powerful product than *Scala Multimedia*, although it isn't quite as easy and simple to use. If you want simple presentations stick with *Scala*, but for anything more complex, you may be better off looking at *MediaPoint*. Scala UK better not become complacent, I suspect that Activa's *MediaPoint* may very soon steal their crown.

Selecting transitions is easy, you can even chose multiple effects simultaneously.



MEDIAPOINT



DESCRIPTION
Multimedia package

MANUFACTURER
Activa

DISTRIBUTOR
Meridian 081-543 3500

PRICE
£469.95

RELEASE
Out now

SPEED ●●●●
You need a 68020 CPU or higher (an A1200, A4000, or A3000) to use *MediaPoint* to full advantage.

MANUAL ●●●
Although it is comprehensive, there are a few areas in which instructions could be more detailed.

ACCESSIBILITY ●●●
MediaPoint is not quite as easy to learn as *Scala*, and the examples included with it are poor.

FEATURES ●●●●
MediaPoint is packed full of effects and functions, and the features are easy to expand.

VALUE ●●●●
Expensive, but the best software always is. A good example of getting what you pay for.

VERDICT

“ MediaPoint certainly has the potential to be a Scala-beater, but it's not quite there yet. Now that the Amiga has these two powerful packages, it is firmly established as being ahead of the rest in terms of multimedia presentations. ”

90%



Want to know what the next Amiga will look like? Check out this ancient Commodore advert from the latest Fred Fish disc.

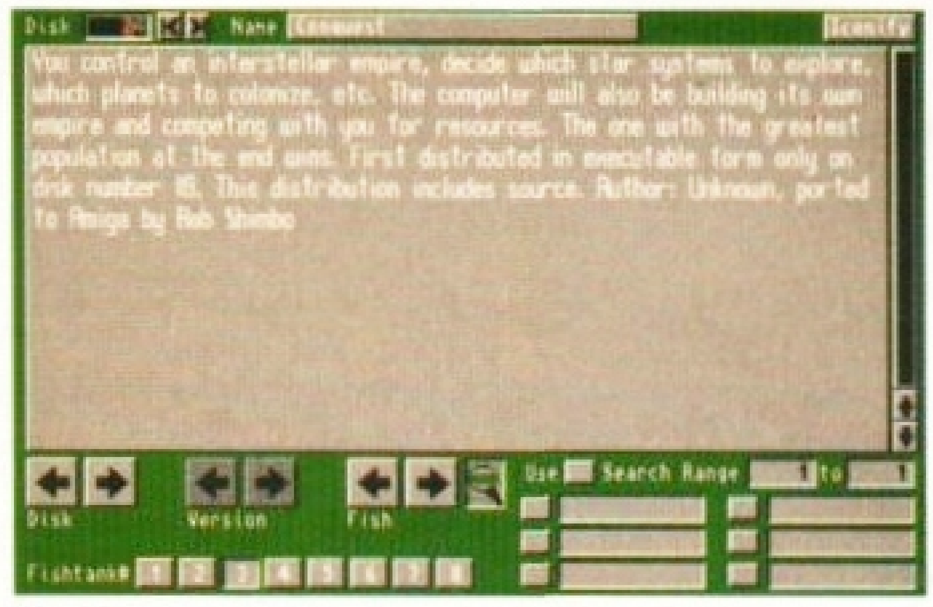
FRED FISH

FRED FISH ■ PDSOFT 0702 466933 ■ £19.99 ■ OUT NOW

NOTED AMIGA PD librarian Fred Fish recently decided to move his entire collection from floppy disk to CD and to bring out a new disc each month. This, the second, was due to be released before Christmas but because of a nasty file virus Fred decided to withdraw it and destroy all stocks.

Anyway, this is December's offering and it sports some rather nice holly decorations. The disc contains about 107Mb of new material from mode promotion utilities (which make badly-behaved programs work on your AGA machine) to programs to calculate the running-cost of your car. Also included are 215Mb of tools such as compilers and text editors. Because of the continually-updated mix of old and new material you should be able to buy every second disc without missing anything.

As usual, there is an immense range of data on the disc, from business software to utilities, all of which is held in both compressed formats, which are designed to be used with a Bulletin Board, and uncompressed formats. which allow you to run the programs direct from the CD.



Finding a specific file on the Fred Fish CD is easy thanks to the excellent database on the disc.

VERDICT

" Fred seems to be making the transition to CD well, and this disc should be useful for new PD libraries. "

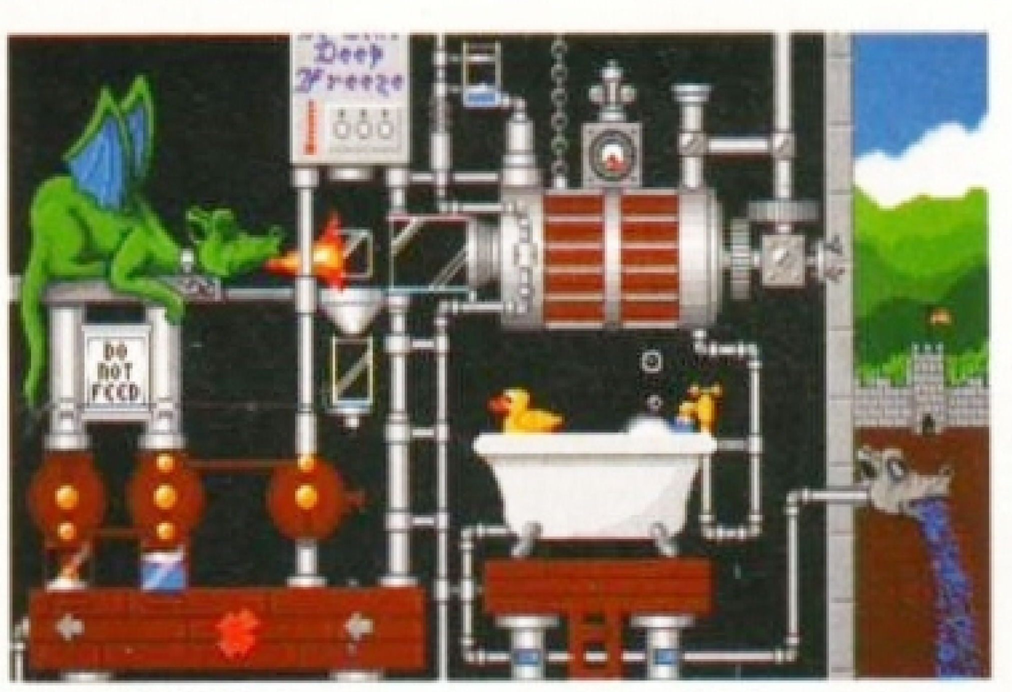
85%

CD COLLECTIONS

PD CDs are here! And the plummeting costs of CD drives means more of you can afford to dabble with them. Richard Baguley looks at four of the newest PD CD releases and the latest in the Insight series from Optonica.

17 BIT CONTINUATION DISC

ALMATHERA ■ 17 BIT SOFTWARE 0924 366982 ■ £19.99 ■ OUT NOW



Disk 2782 is Welcome to the Machine which contains four extremely good animations by Poob productions.

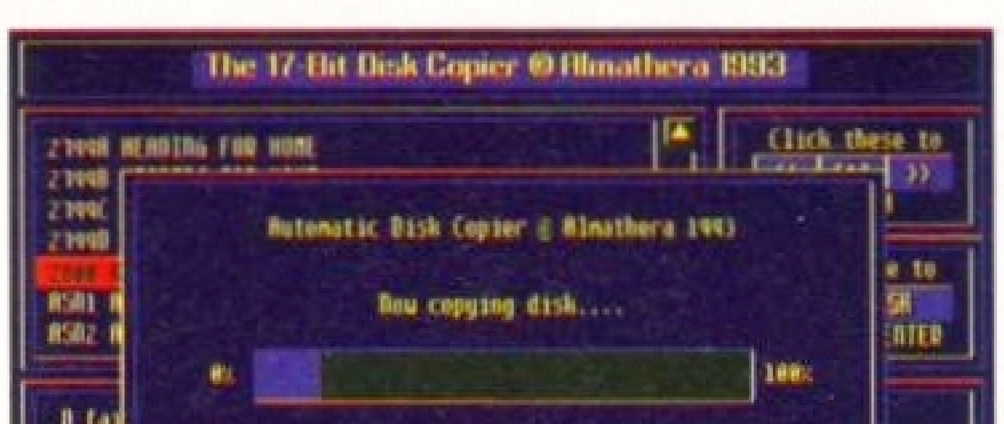
THE 17 BIT collection was reviewed in *AF*48, and was awarded a highly commendable 89 per cent. Despite the excellent content it was marked down a little because of the lack of a search facility, which meant that it was impossible to find a specific program unless you knew the entire 17 Bit catalogue off by heart.

This new disc not only contains the contents of all the new floppies in the compendious 17 Bit collection, but also has that search facility. This is a simple keyword search, but many of the disc descriptions, which the program searches through, are pretty minimal, with the worst being comments like "A great disk". All of the programs are squashed using the same DMS compression program that we use on the *Amiga Format* Coverdisks, so the programs need to be uncompressed on to a blank floppy before use. This means that CDTV and CD^{32} users who do not have a floppy drive will be unable to use this disc, but it makes it ideal for use on a Bulletin Board.

This disc holds numbers 2300 to 2880 of the 17 Bit collection as well as numerous other compilations such as disks one to 115 of the excellent Assassins games disk collection, disks one to 120 of the Assassins legal tools utilities collection and several smaller collections such as the Tampa Bay Amiga Group programs.



The third CD of the 17 Bit PD collection contains up to floppy disk 2880 as well as the first 140 programs from the Assassins game disk collection.

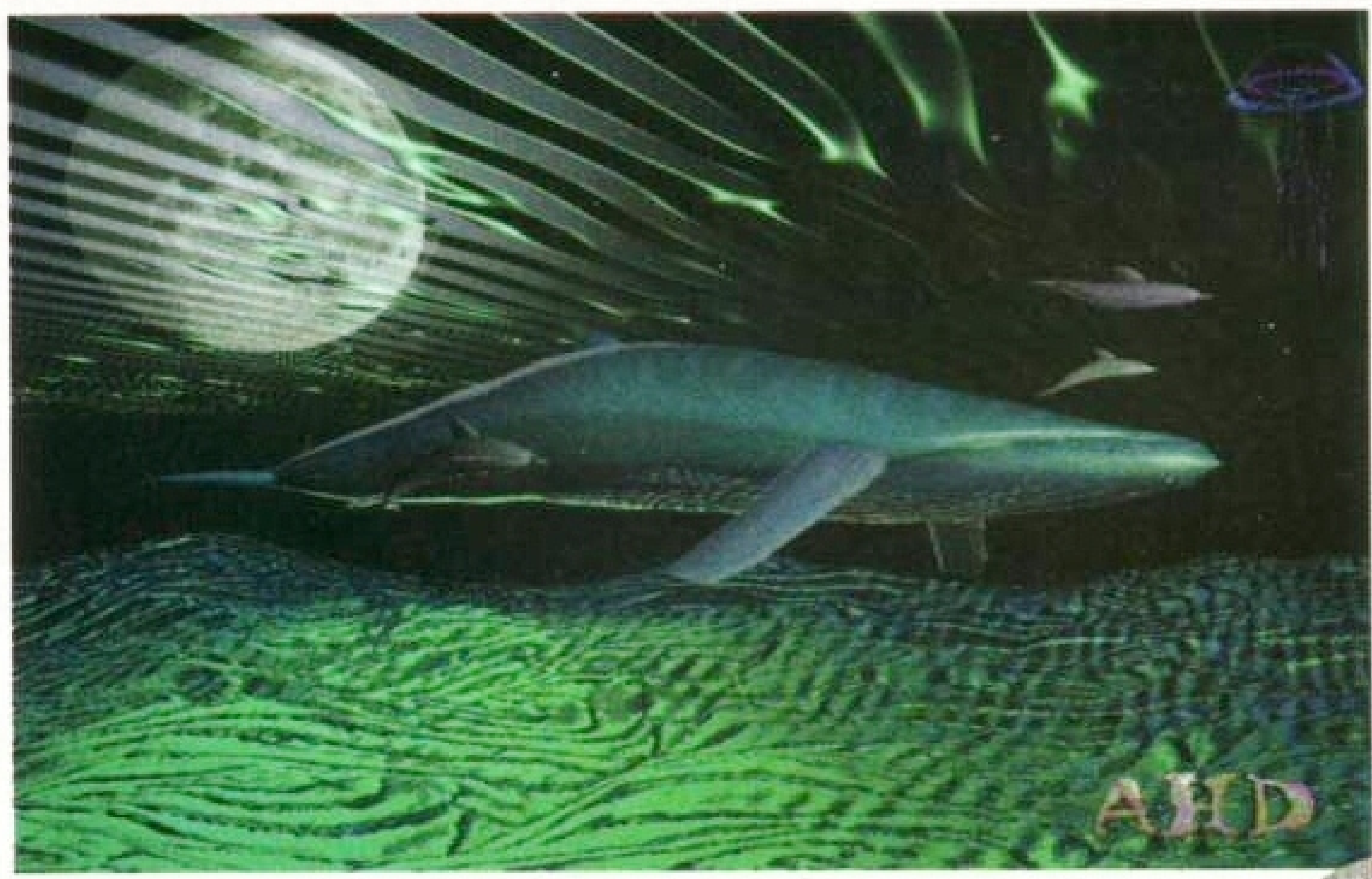


All of the programs on the CD are held in compressed format but (assuming you have a floppy drive) expanding them on to a floppy disk is extremely simple.

VERDICT

" A good collection. The inclusion of an index for the first two 17 Bit discs is extremely useful. "

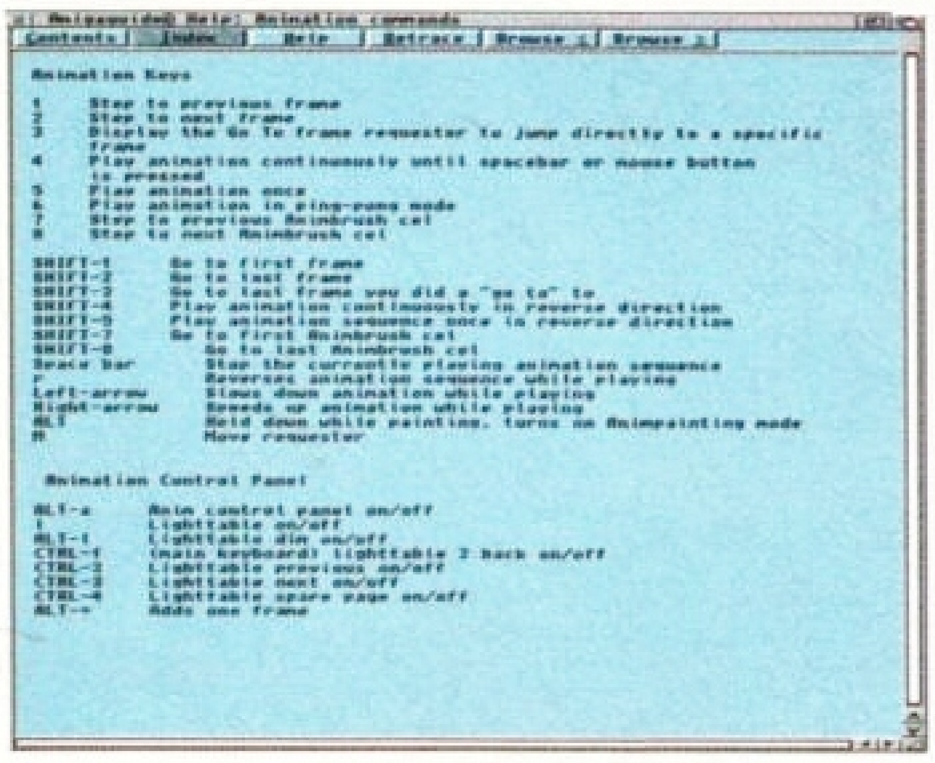
91%



AMINET CD

WALNUT CREEK ■ PD SOFT 0702 466933 ■ £19.99 ■ OUT NOW

The Aminet CD includes some excellent ray-traced images by the noted PD artist Guardian, as well as many other artists.



Having trouble getting to grips with *DPaint IV*? Check out this Amiga Guide help file, which is filled with useful hints and tips.

FOR THOSE OF you who haven't yet discovered the manifold delights of modems and the Internet, Aminet is a series of computers around the world which hold an absolutely vast range of Amiga files and programs.

This Aminet CD contains the contents of these archives up to July 1993 so there is an immense number and range of files. These are divided up into a variety of topics such as business software, developers' software, pictures, graphics and numerous others.

This is certainly the most wide-ranging of the CDs reviewed on these pages and contains thousands of files. However, some of the files are fairly old and may not work on a modern Amiga and some of the programs have been superseded by newer versions, but if you have the compatible hardware this is an extremely useful disc.

AMIGA GOLD FORMAT

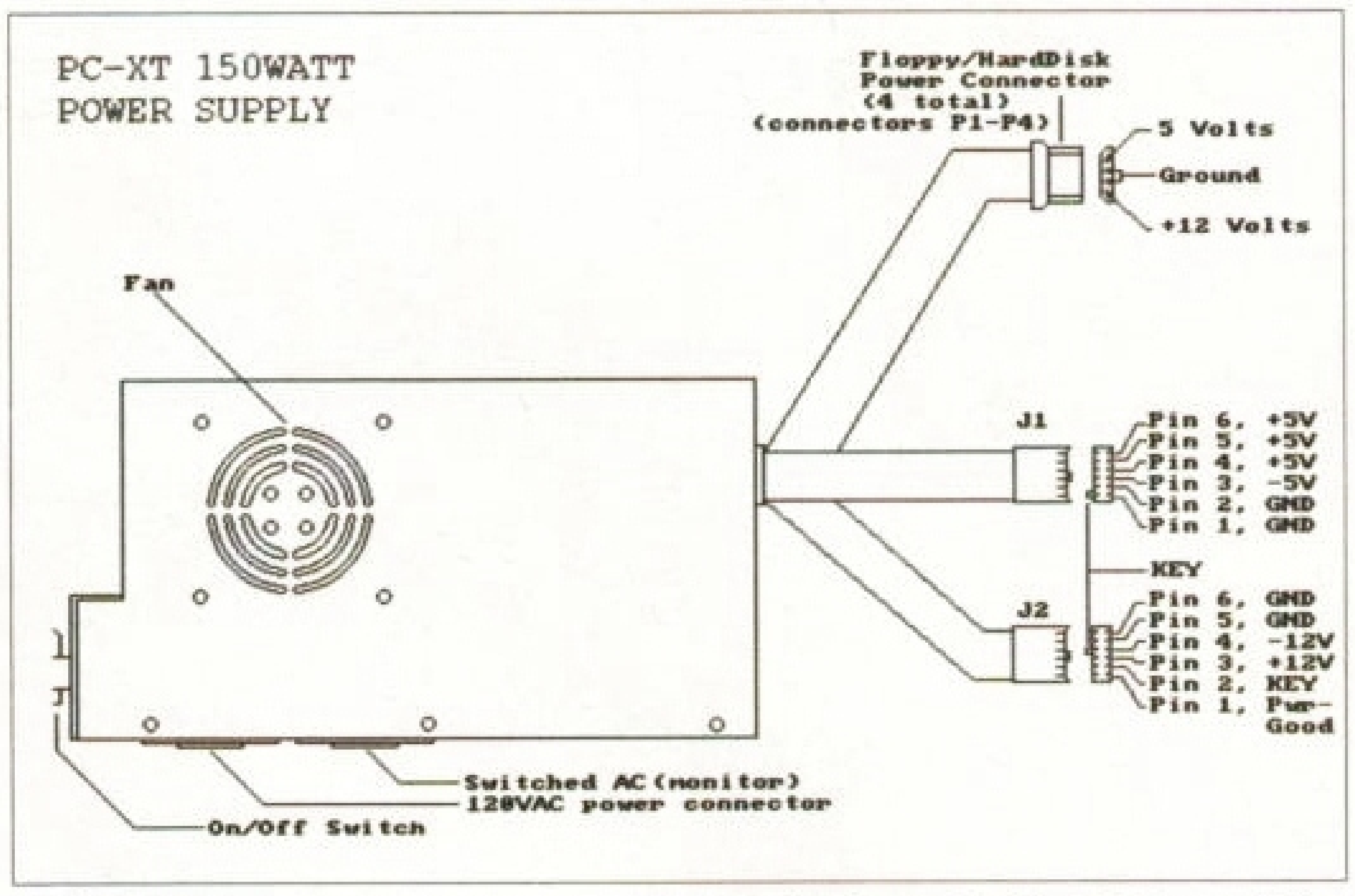
VERDICT

" An immensely useful CD, containing a huge number of files, although some of them are out-of-date. "

90%

THE FIRST AMUC CD

AMUC 0101 403 242 2507 ■ $20 ■ CDN ■ OUT NOW



Fancy fitting your A500 into a PC tower case? Check out the file A500tower.lzh on this CD for full (if somewhat warranty-invalidating) instructions.

AMUC is a prominent group of Amiga users, based in Calgary, Canada, and this is their first disc. Based around the contents of their popular Bulletin Board there is no particular theme and the disc contains everything from hardware projects to clip-art. Highlights of the disc include several hundred *Imagine* objects (which will probably find their way on to Spong! the *AF* Bulletin Board fairly quickly) and a number of files detailing complex (and possibly explosion-inducing) hardware projects such as a budget 8Mb RAM expansion and a DIY hard disk interface. This is a curious collection, but there is enough material to make it useful. For instance, this is the only CD I've seen with a section dedicated to ARexx scripts. Contact AMUC at PO Box 3420,#19-1200 37th St SW, Calgary, Alta, Canada T3C 3W2.

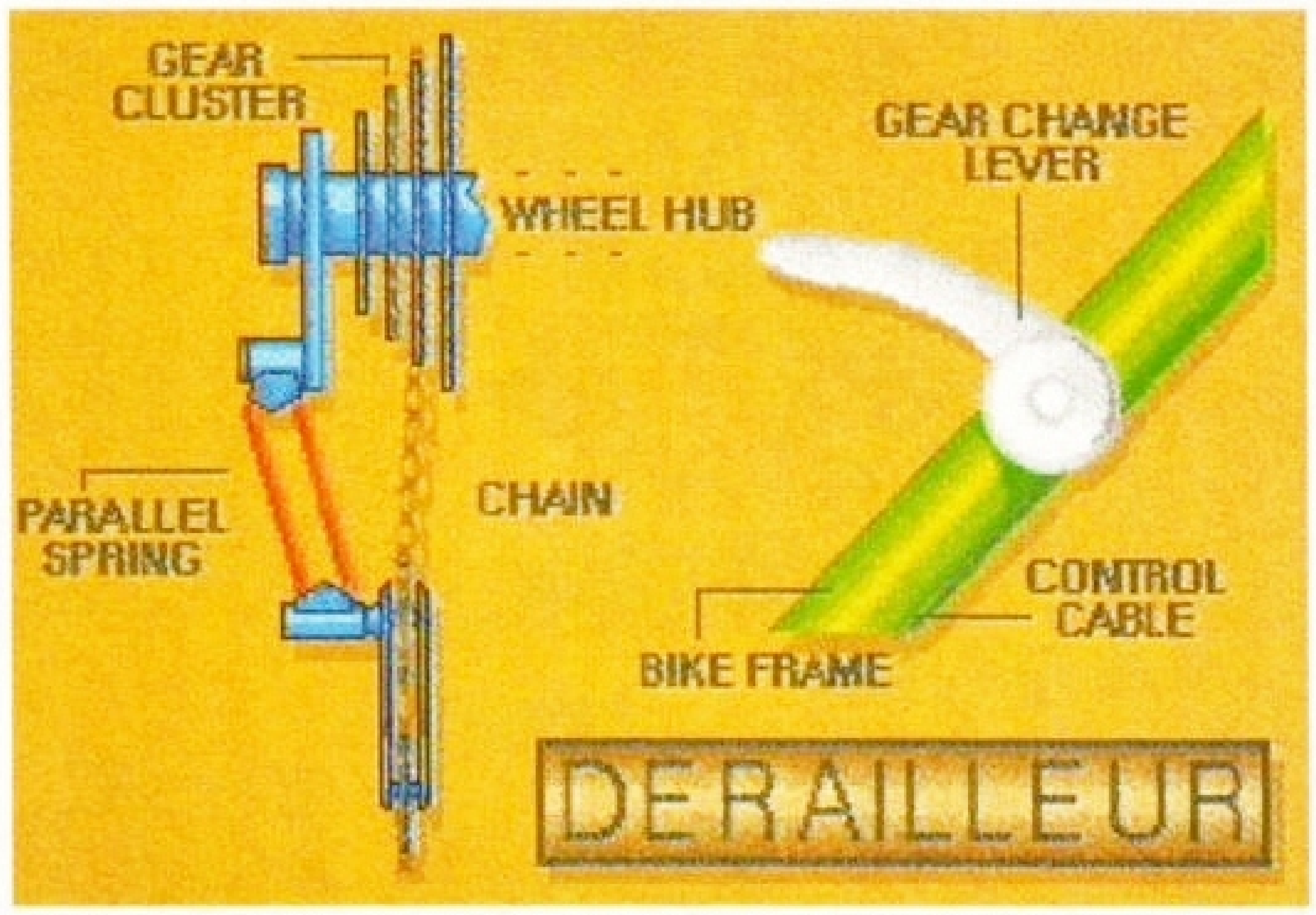
VERDICT

" A generally useful CD, although it is biased towards specific areas of Amiga use. "

80%

INSIGHT TECHNOLOGY

OPTONICA 0455 558282 ■ £33.95 ■ OUT NOW



From corkscrews, to water closets to CDTV, *Insight Technology* is a mine of information. The sounds and pictures, make it a true multimedia

This commercial package provides an informative journey into the world of general knowledge. And as you can drop in on topics from electric windows in cars, through corkscrews, to spacesuits, you are bound to discover something you didn't know before. Whether the snippets will enrich your life, though, is another matter. So who is it aimed at then, this talking encyclopedia? To be honest, I'm not too sure, although it's probably the younger generation.

As a package, *Insight Technology* is reasonably well put together. Information is imparted clearly by means of sound, images, video and text. At choice moments the narrator lets out a small chuckle, probably to emphasise what a nice bloke he is.

VERDICT

" An informative if slightly flawed system which is enlivened by the included video clips. "

75%

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- Fast access to large amounts of data
- Complete support for sub-directories and multiple volumes
- Ideal for use with video and animation systems
- No technical expertise necessary

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- **No technical expertise necessary**
- **Appends multiple back-ups to tape**
- **Intuitive design and powerful features**
- **Finds and fixes disk structure problems**
- **Optimises disk for maximum performance**
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- **Recovers deleted files in place and recovers data off crashed disks**

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FOOTBALL TACTICIAN 2

NEW enhanced version sets even higher standards and breaks more records.

Firmly established as the definitive interactive football strategy game, *FOOTBALL TACTICIAN 2* is now available in three superb versions:
FT2 ENGLAND the original and the first ever management game where tactics and real-time match intervention are the main requirements for a successful campaign. **FT2 SCOTLAND** the first ever simulation covering the soccer scene north of the border featuring the Premier and First divisions. **FT2 ITALIA** with the fabulous serie A and serie B for the thrills, the passion and the glory of the world's most exciting league!

Three great games with the latest 93/94 stats. One soon realises that FT2 is no ordinary soccer manager. THIS is the REAL THING. You're in charge. Events on the field are the direct result of your inputs. Even when trailing badly, a match can still be retrieved and won if you make shrewd tactical interventions. There are risks involved, uncertainty and even luck. But in the end, it's all down to you! Can you rise to the challenge?
Try *FOOTBALL TACTICIAN 2* for a totally different football experience!

What makes Football Tactician 2 so special?

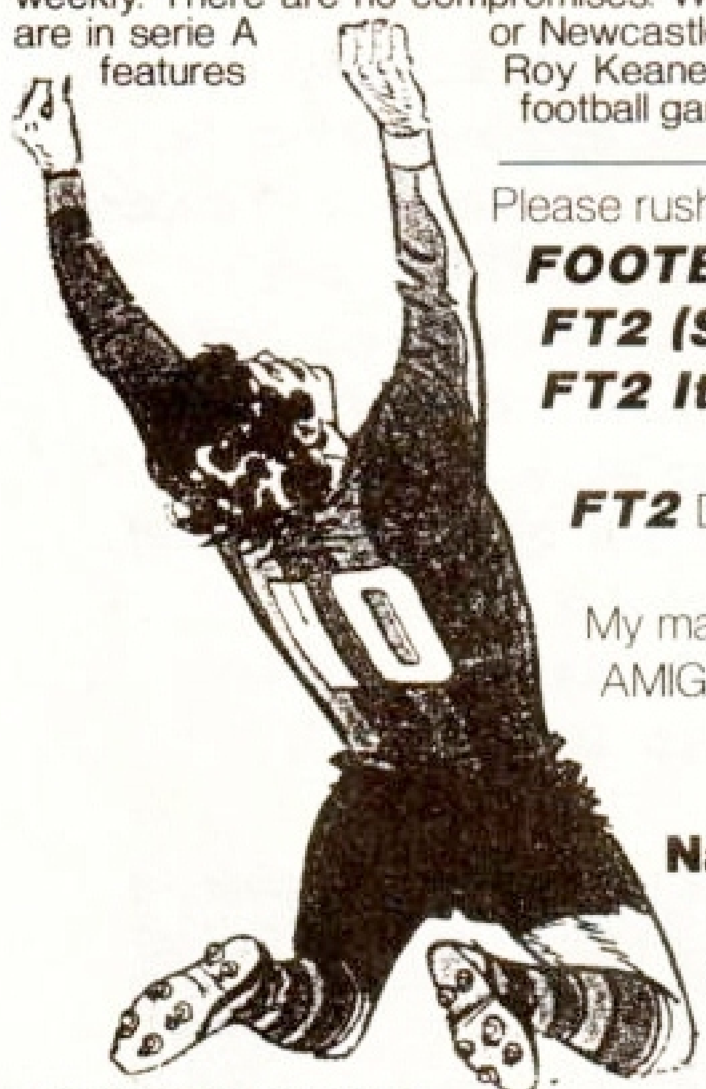
- Biggest ever multi-user system: up to 46 users (yes forty-six! who said four was the limit?) Now with new rating system reflecting managers' ability and achievements.
- First ever fully interactive management game: intervene at any time during a match to change tactics, make substitutions, adjust formation, mark players or inspect possession.
- Most accurate player definition: 30 parameters including real ages, aptitudes, skills, caps, nationalities, playing positions, fitness, morale, market valuation and performance.
- Largest results database: 21290 match results and league positions going back 20 seasons all instantly retrievable. All of which may be printed out and examined.
- Professional recording: 36 matches always recorded for full-scale replay at ANY time!
- First ever referee involvement: true to life behaviour. Beware of adopting 'rough tactics' or 'time-wasting' when Jim Parker is in charge! The message is clear: know your refs.
- Fastest ever setting-up time: initial start-up in less than two seconds, thanks to 900K of super-fast machine code. No waiting. No delays. Smoothness of action is FT2's hallmark.
- Most accurate editor: built-in intuitive editor capable of entering new players and fine tuning all parameters. It goes without saying that this is essential for the serious user.
- 16 different tactics from rough play to offside-trap, all adjustable throughout the match. You manage your side before AND during the match. No guessing. No falling asleep.
- Three levels of match reporting, from highlights only to ball-by-ball commentary.

What are the new features?

- FA Premiership and Division One permanently in memory with full interaction, promotions, transfers, European pool, play-offs, local and European Cups.
- Man of the Match. PFA Player of the Year. PFA Young Player of the Year. Footballer of the Year. Manager of the Year. Transfer deadline. Pitch invasions. Fights between players.
- Easy selection of penalty takers, free-kick takers, long throwers, wingers, captains, ball winners, playmakers, overlapping full backs, reserves, substitutes, player managers...
- Unique database-type search facility to locate any player in the league.
- Full-scale printing facilities. With 46 simultaneous users, highly suitable for Play-by-Mail.
- Intelligent behaviour of computer sides capable of changing tactics to respond to situation on the field or making substitutions based on fitness and fatigue.
  Plus mid-week transfer and fitness news from all 46 clubs.
- Thirteen different charts: top scorers, super-subs, penalty kings, hat-trick heroes, most bookings, most consistent player, most caps, etc, etc...
- Friendlies, precise transfer markets, club history, financial position and much much more!

Why is FT2 not in the shops?

The very essence of a football strategy game is its accuracy. With transfers happening every day, rules being changed and players being injured, shop games are out-of-date the moment they come out. Some publishers issue yearly revisions. That may be fine but not fine enough for us. The FT2 you buy is 100% up-to-date. We revise the program and data weekly. There are no compromises. Who wants to play a game that says that Fiorentina are in serie A features or Newcastle in Division One? Who wants to play a game that Roy Keane at Forest or Ruud Gullit still at Milan? No known football game is more up-to-date than FT2 and that's a fact!



Please rush 1 copy of

FOOTBALL TACTICIAN 2	**£22.95**	☐
FT2 (Scotland)	**£22.95**	☐
FT2 Italia *(serie A and serie B)*	**£22.95**	☐
FT2 Double Pack (tick any two)	**£29.95**	☐

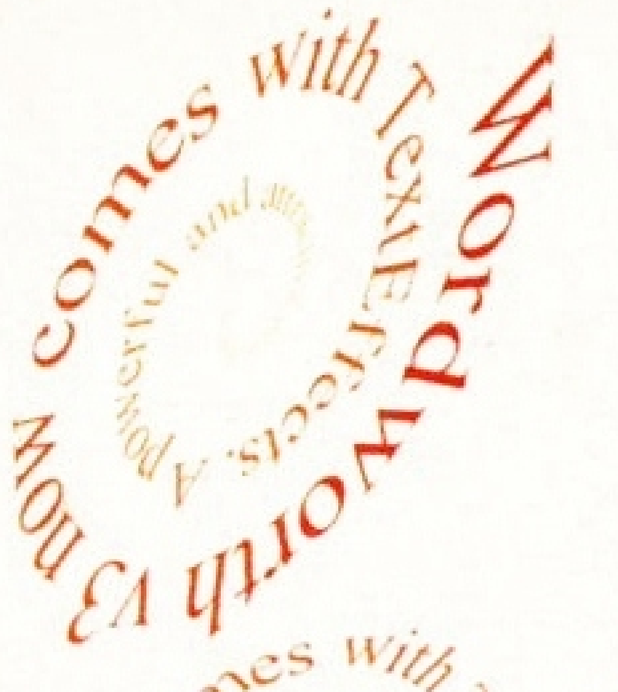
My machine is an
AMIGA A500 (one meg) ☐ A600 ☐
A1200 ☐ ATARI ST/STE ☐

Name

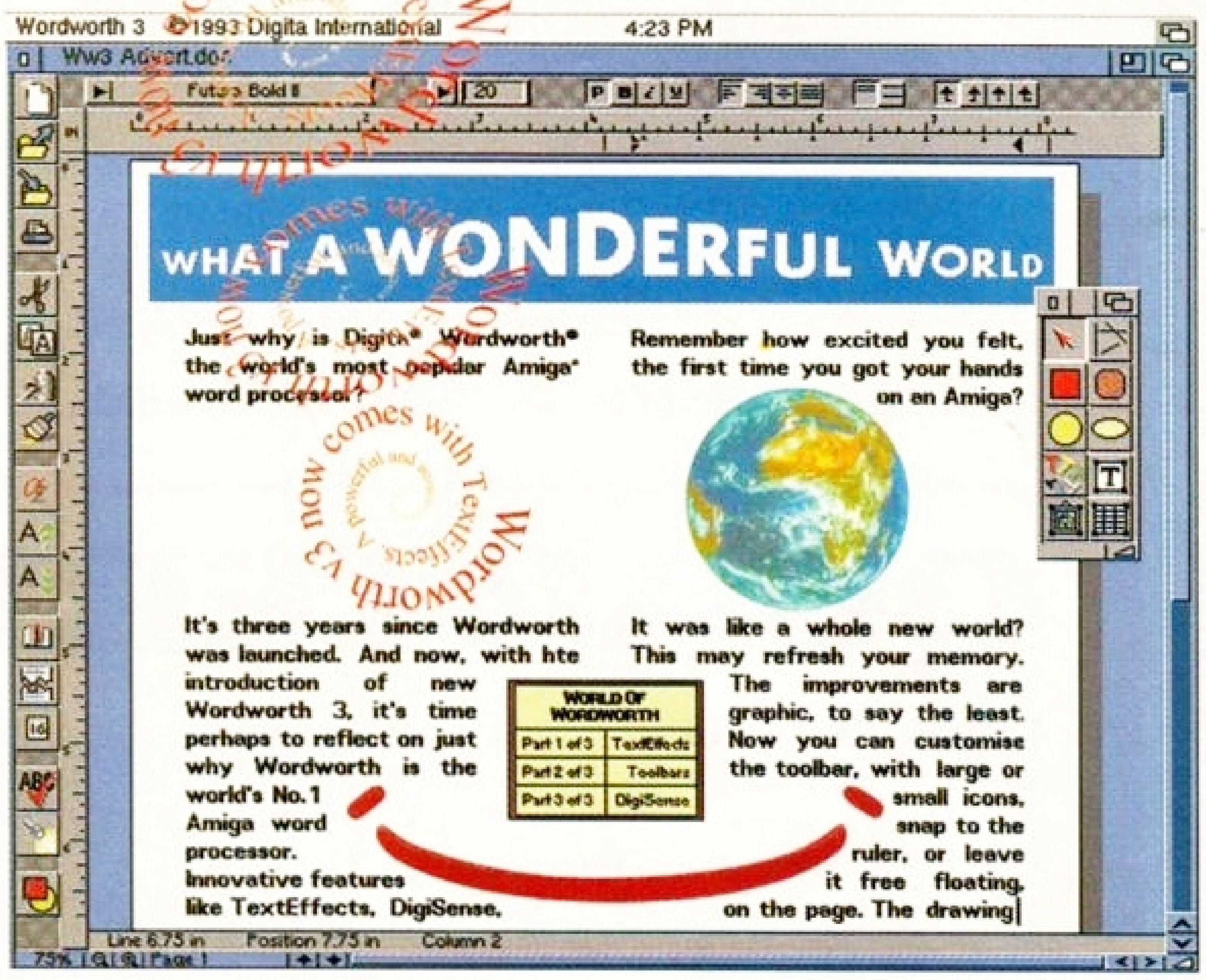
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PART 1



Wordworth 3

Just why is Digita® Wordworth® the world's most popular Amiga™ word processor?

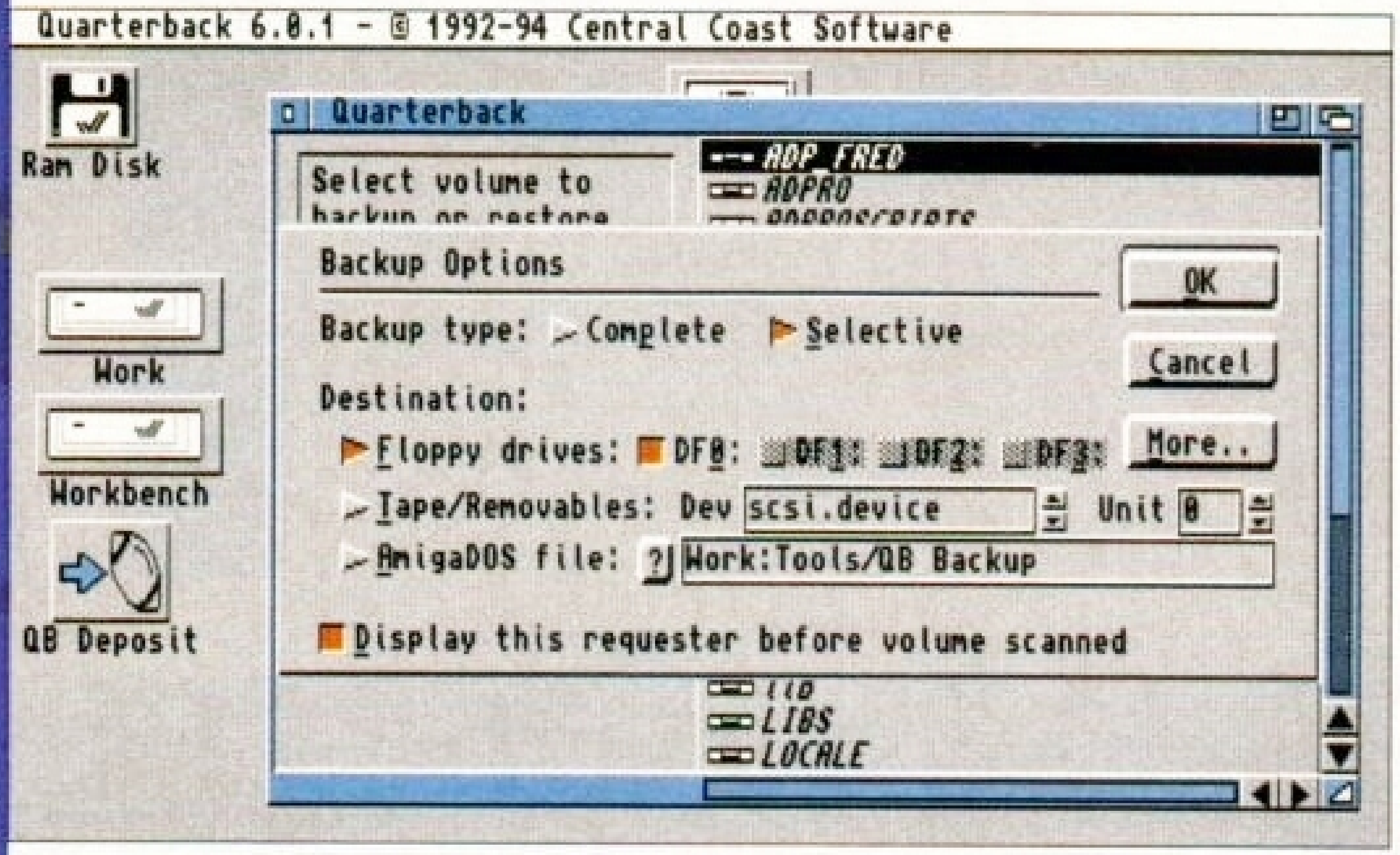
It's three years since the launch of Wordworth. And now, with the introduction of new Wordworth 3, it's time perhaps to reflect on just why Wordworth is the world's No.1 word processor.

Innovative features like TextEffects™. Type some text, select your font (Agfa® Compugraphic®, Adobe® PostScript™, or TrueType®), set the colour, set the shadows and then, weeeeee. Try rotate, circle, spiral, wave, arc, star—create outstanding effects with text.

We could continue but, for the cost of a phone call, you can try out amazing TextEffects with Wordworth 3 for yourself. Call 0395 270273, or write to Digita, FREEPOST Exmouth EX8 2YZ ENGLAND.

DIGITA INTERNATIONAL®

WORLD OF WORDWORTH



With the latest version of the *Quarterback* back-up utility, you can back up information to floppy, a SCSI device or an AmigaDOS file.

Keep your data safe the way nature intended. Nick Veitch gets back up to speed on back-ups.

QUARTERBACK6

YOUR DATA IS never really safe. All sorts of nasty things can happen to it. Drive head crashes, spilt coffee, tidal waves, being caught in the electromagnetic pulse of a nuclear explosion. All these things can seriously affect the health of your data. The only way to really protect yourself is to have a copy.

With floppy disks it is usually a very simple matter of duplicating them using Workbench. A few minutes of whirring disk noises and you're safe. The difficult thing is when it comes to hard disks. Most people, at least as far as I know, don't have tapestreamers or spare hard disks on to which they can easily copy the complete contents of their disk.

If you have ever tried to do a back–up by simply copying files on to floppy you will have realised:

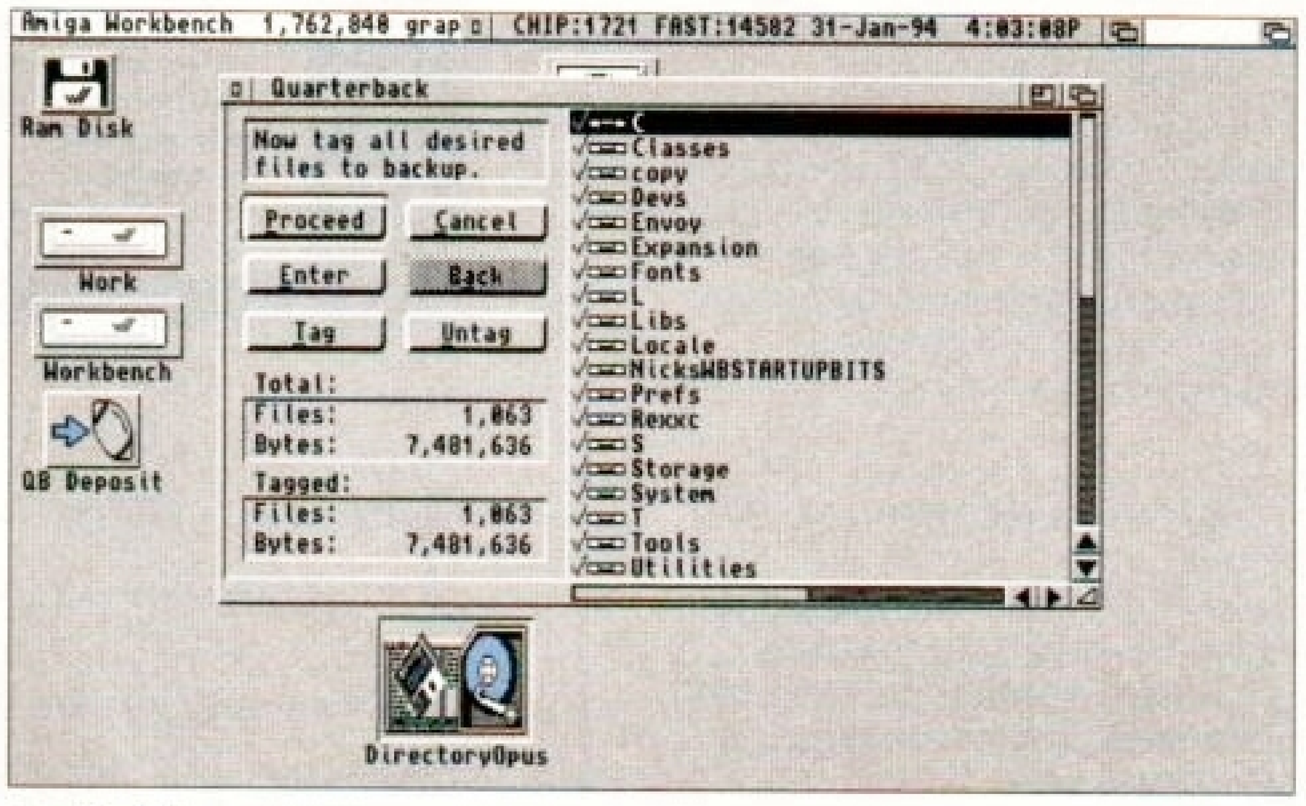
a) how much you get on a hard disk.
b) how little you get on a floppy.
c) what a long time it takes.
d) how many files you have got that you hardly ever, or never, use.
e) how it would probably be a lot less hassle to lose all your data and start again from scratch once in a while.

The points raised in parts b, d and e are tackled by back-up software, and it is a new version of the best known back-up program that we are here to test. Well, I'm here to test anyway. You are supposed to listen to what I've found out and trust that all my findings are accurate and unbiased.

Quarterback has been around for donkey's years, and it is a great surprise to many that Commodore have never tried to include it with Workbench, as they have done with *CrossDos*. All versions have included compression routines, selective back-ups and so on, but there are a few new features.

File selection can still be via the archive bit (one of the six protection bits that are stored with every file). Effectively this means that successive generations of back–ups can be created, with only files which have been added or modified since the last back–up was selected.

A nice addition is *Schedule Pro*, a stand–alone program which can be used to execute any other program at a predetermined time, rather like a video recorder's timer. It is intended to be a reminder to back up your disk regularly, but you can use it to run any program you like.



Tag the files you want to back up. You can use pattern matching or even select the archive bit of files on any device.

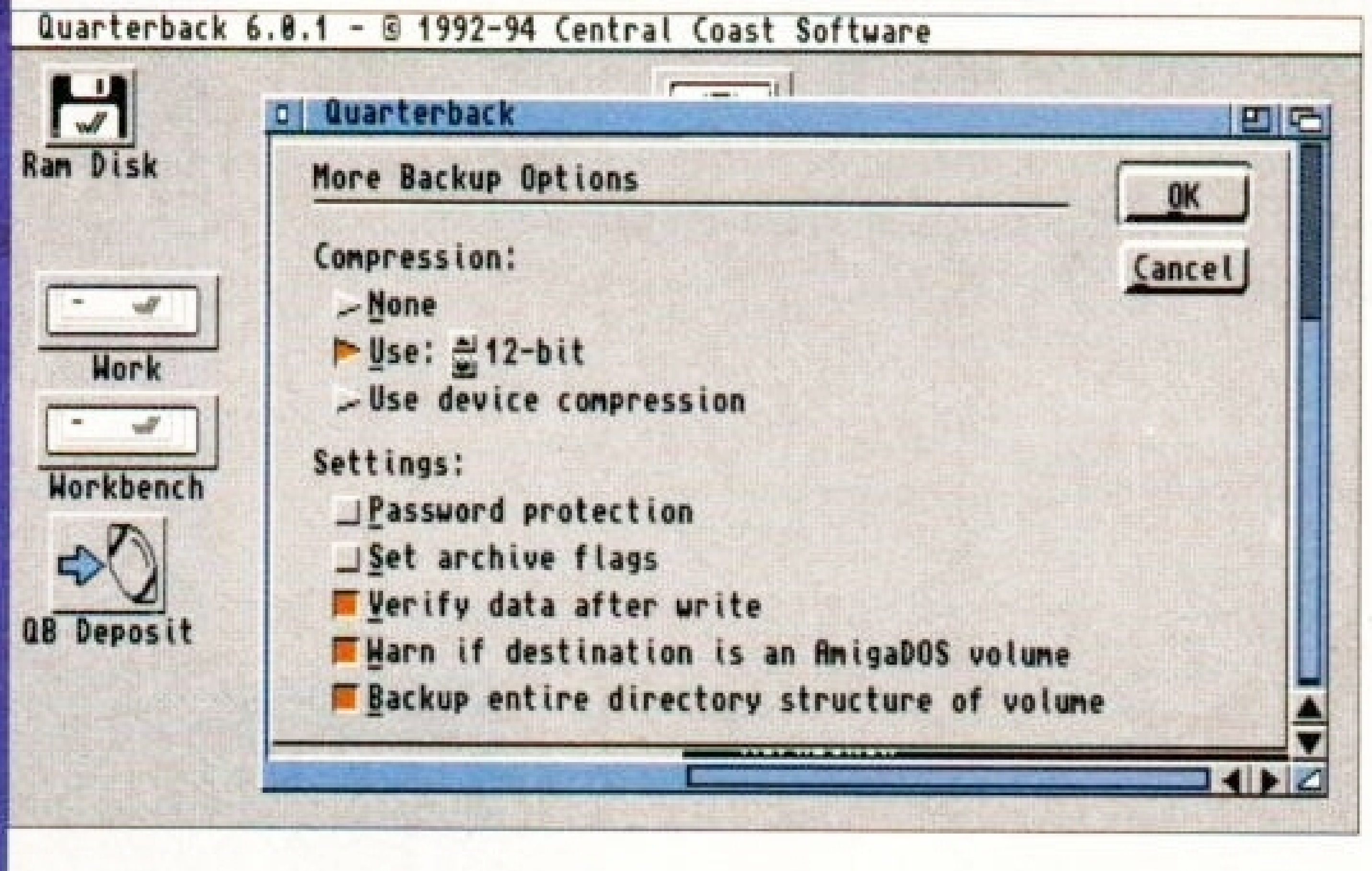
Apart from that the *Quarterback 6* features are more less the same as previous versions, but you now have more choice about whether to use some of them. They are now options instead of mandatory features – the choice is yours.

What hasn't been included is support for high density disks. This is more than just annoying. Obviously you could back up the same volume of data on half the number of disks if Central Coast had bothered to update their disk format.

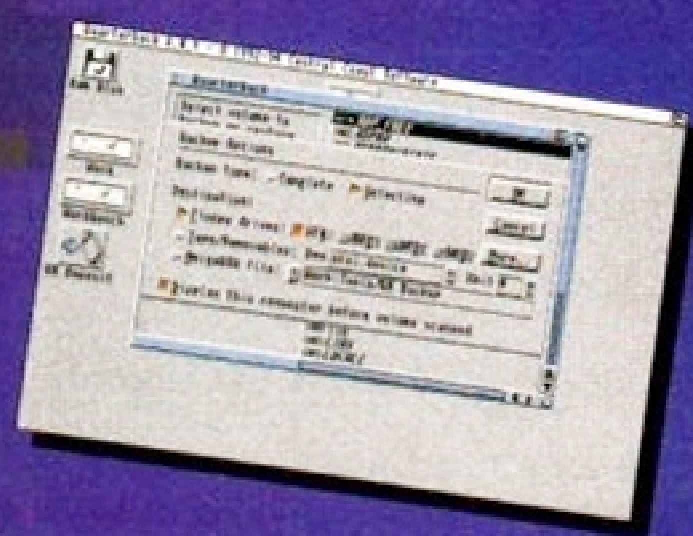
OK, not everybody has an HD drive but that's no reason to ignore all the owners who do, because they are likely to be the ones who might want to use this software. Well, I would certainly use an HD drive to back up my data because it can make a huge difference when you are backing up a 160 Mb drive.

Thankfully, if your back-up becomes damaged, there are ways to at least partially restore your data. *Quarterback* saves directory information on the last disk of the back-up set as well as the first. On the whole it's a much more reliable and competent utility than its predecessors.

Options, options, options. If you like being able to highly customise your software, this is for you.



QUARTERBACK 6



DESCRIPTION
Back–up utility

MANUFACTURER
Central Coast Software

DISTRIBUTOR
Meridian 081–543 3500

PRICE
£74.95

RELEASE
Out now

SPEED ●●●●
It's easily–configurable options and fast compression times makes this one of the faster back–up utilities.

MANUAL ●●●●
The manual explains how to work the software, and looks at back–up strategies and keeping data safe.

ACCESSIBILITY ●●●●●
If you can click once on filenames that you want to keep, and load disks into the drive, you'll be OK.

FEATURES ●●●
Sadly no high density support, but improved SCSI support almost makes up for this – almost.

VALUE ●●●
A reasonable price to pay for a piece of software of this quality, and for the safety of all your data.

VERDICT

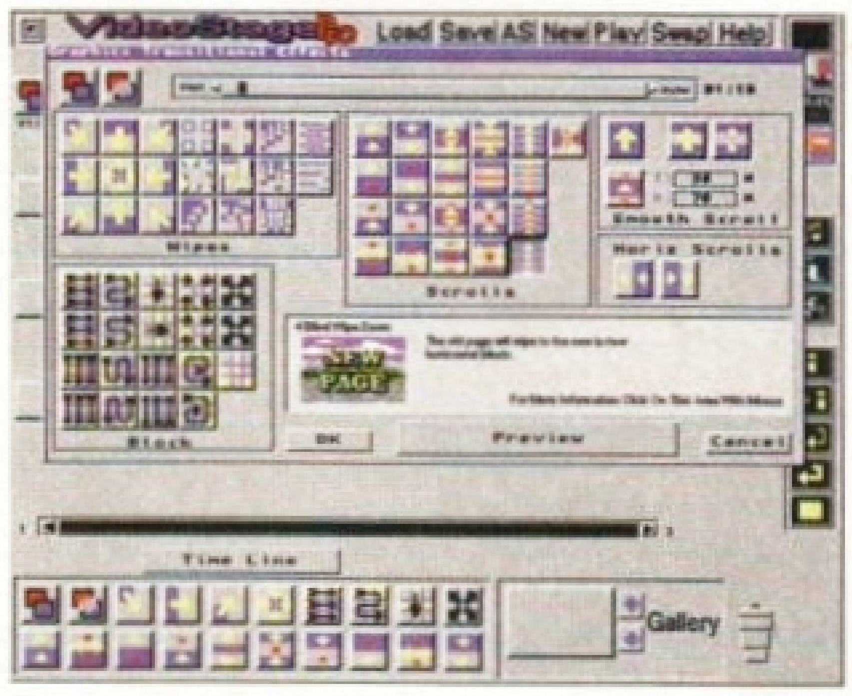
“ Although earlier versions of Quarterback and Quarterback Tools have tended to be rather mediocre, this latest effort puts it back in the same league as the competition. It's a good upgrade to a useful back-up utility. ”

80%

VIDEOSTAGE PRO



When is a home video titler not a home video titler? When it's a multimedia authoring program, as John Kennedy discovers.



Each different image transition has its own miniature animated preview so you can see exactly what is going on.

DID YOU KNOW how the scrolling end credits of films used to be done? Back in the old days, some poor soul painted all the words on a gigantic wheel which was then slowly rotated in front of a camera. Video titles have come a long way since then and, especially in America, the Amiga has been responsible for a large percentage of them.

The quality of its video output and its excellent font support means the Amiga is ideally suited, although nothing is possible without the proper software. A titling program should allow the easy entry of text and then smoothly move it around the screen. It's not that difficult to do, which is why the Public Domain libraries are full of home video titler programs.

To get any attention, a commercial program would have to offer considerably more, which probably explains why *VideoStage Pro* started out as a video titler, but soon got well out of hand. Instead of a simple logo here, text there system, what we've got here is a full-blown multimedia authoring system.

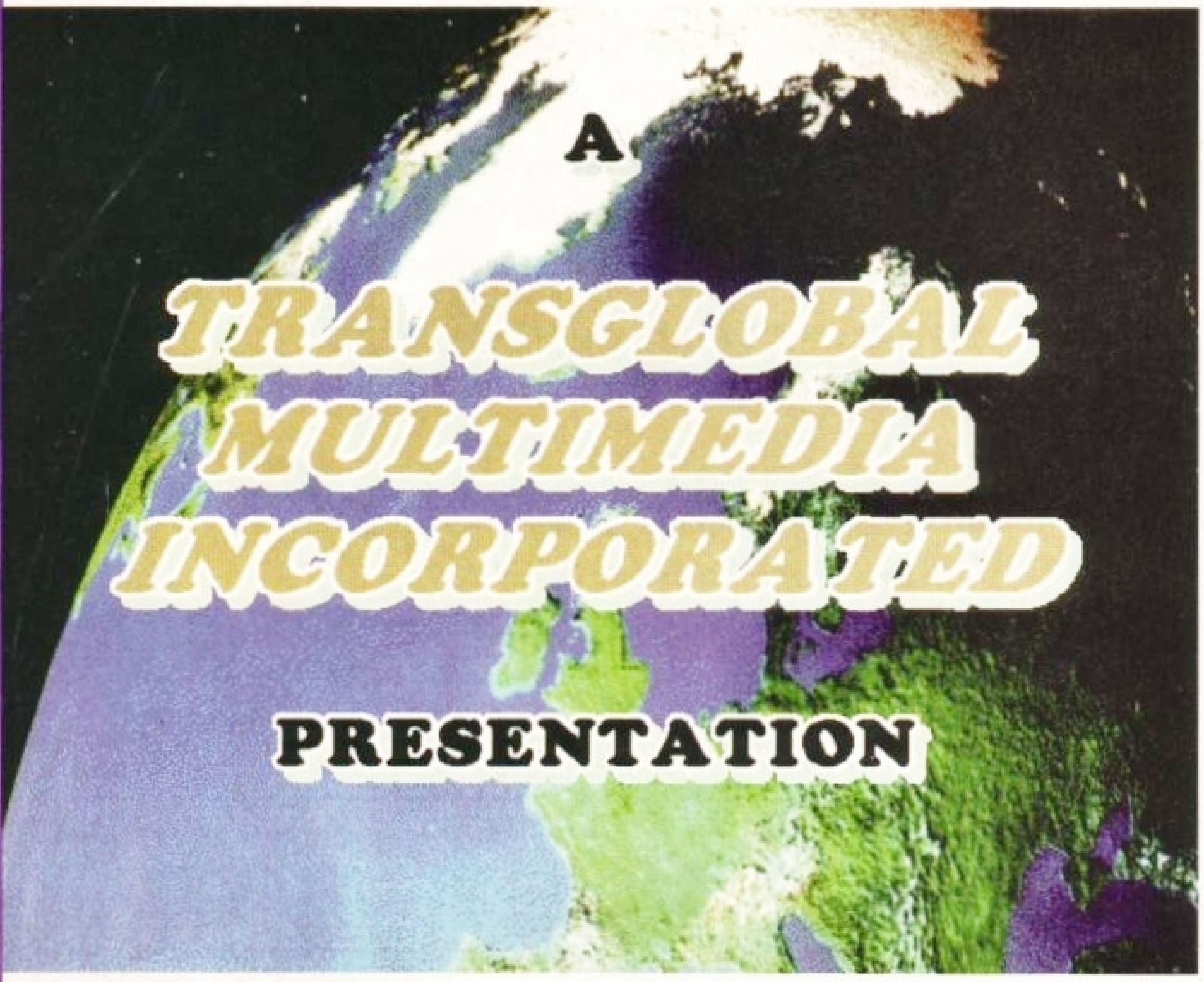
Once you get past the ridiculously over-the-top loading screen, your screen is filled with a completely mind-boggling number of icons and gadgets. Welcome to one of the best user-interfaces on any titler... Yes, seriously.

Smooth graduated backdrops and text look fabulous when recorded to video tape.

The drag-and-drop authoring system is excellent. For once, the icons are pretty well self-explanatory and you don't have to constantly refer to the manual. In fact, if you have a few megabytes of hard disk space free you can elect to have animated icons to demonstrate the various wipes and transitions – it looks very classy and is well worth doing if you know someone is coming around to watch.

Each of the empty grey boxes represents a *VideoStage* event. Typically this will be a picture or a backdrop, although there is also support for sound and music files, ARexx scripts and genlock drivers. If you load a picture as an event, a miniature representation appears to help you keep track of it, and if you have an AGA machine, this postage stamp image can be displayed in a cool 256 colours.

> “*VideoStage Pro* started out as a video titler, but soon got well out of hand. Instead of a simple 'logo here, text there' system, what we've got here is a full multimedia authoring system.”

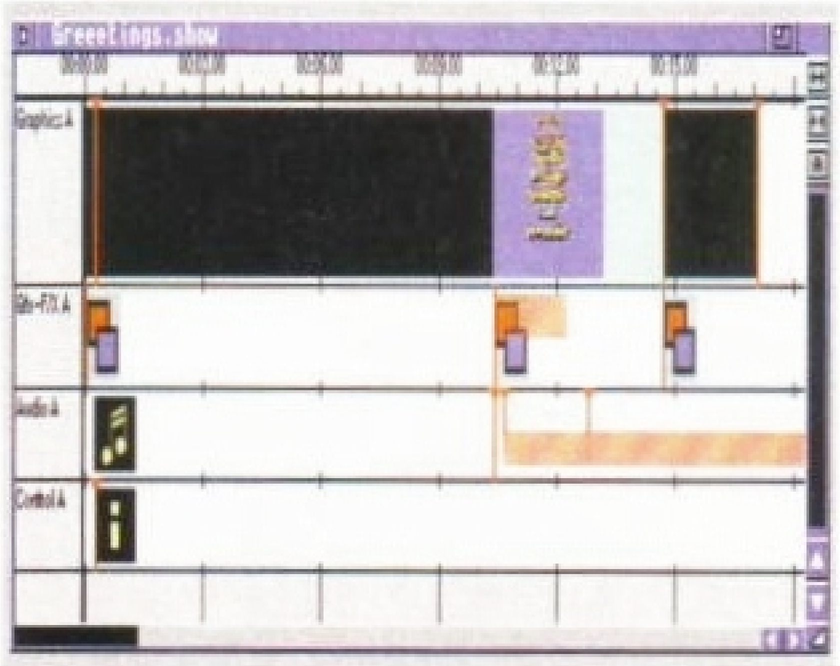


Adding text to your own scanned images is probably the most impressive way of starting a video. The text can whizz on-screen in umpteen different patterns.

How soon the following event occurs is controlled by the time indicator at the top left of each stamp, and the way in which the next event is displayed is controlled by the smaller box to the right. Each new image doesn't just appear, you can choose between more than 60 different effects.

These range from a simple (although very smart) AGA fade through various scrolls and whizzy block images. If you happen to be the person who watches *Top of the Pops,* I'm sure you'll know the effects which are possible.

However, the wipes are only a small part of *VideoStage,* the really interesting



The TimeLine editor screen allows precise adjustment over events and when they occur.

stuff happens inside the event boxes. Click on the add text gadget, and up pops a whole new series of requesters. This is where your favourite fonts can be selected, text entered (or loaded from disk) and placed. Various shading, outline and shadow effects are also possible.

The best part is when you start using actors – any displayed object, from a preset heart or star to entered text. Actors can move around the screen in dozens of possible paths which makes all sorts of logos possible. Titling has never been so easy.

Theoretically it is possible to use any form of stand–alone timetable kiosk or interactive point-of-information terminal with *VideoStage*. And if you can do all of that, just think how smart your own home video titles can be...

GENLOCKS

You don't need to own a genlock to use *VideoStage Pro*, but it helps. What the genlock does is to mix live video, from a camcorder for example, with the Amiga's video output. A genlock can also be used to add subtitles at the bottom of the screen.

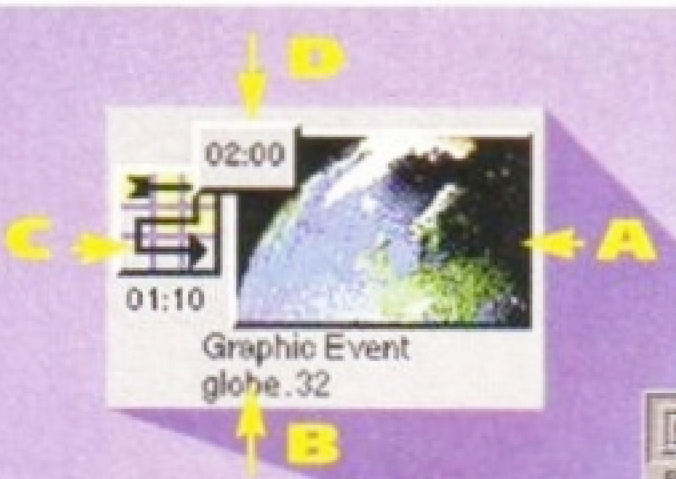
If you don't have a genlock, you can't mix the two video sources (the live video and the Amiga's video output) and so you can only use one at a time. However, *VideoStage Pro* has so many special effects that you can still generate some excellent footage with introductory flying logos and scrolling end credits.

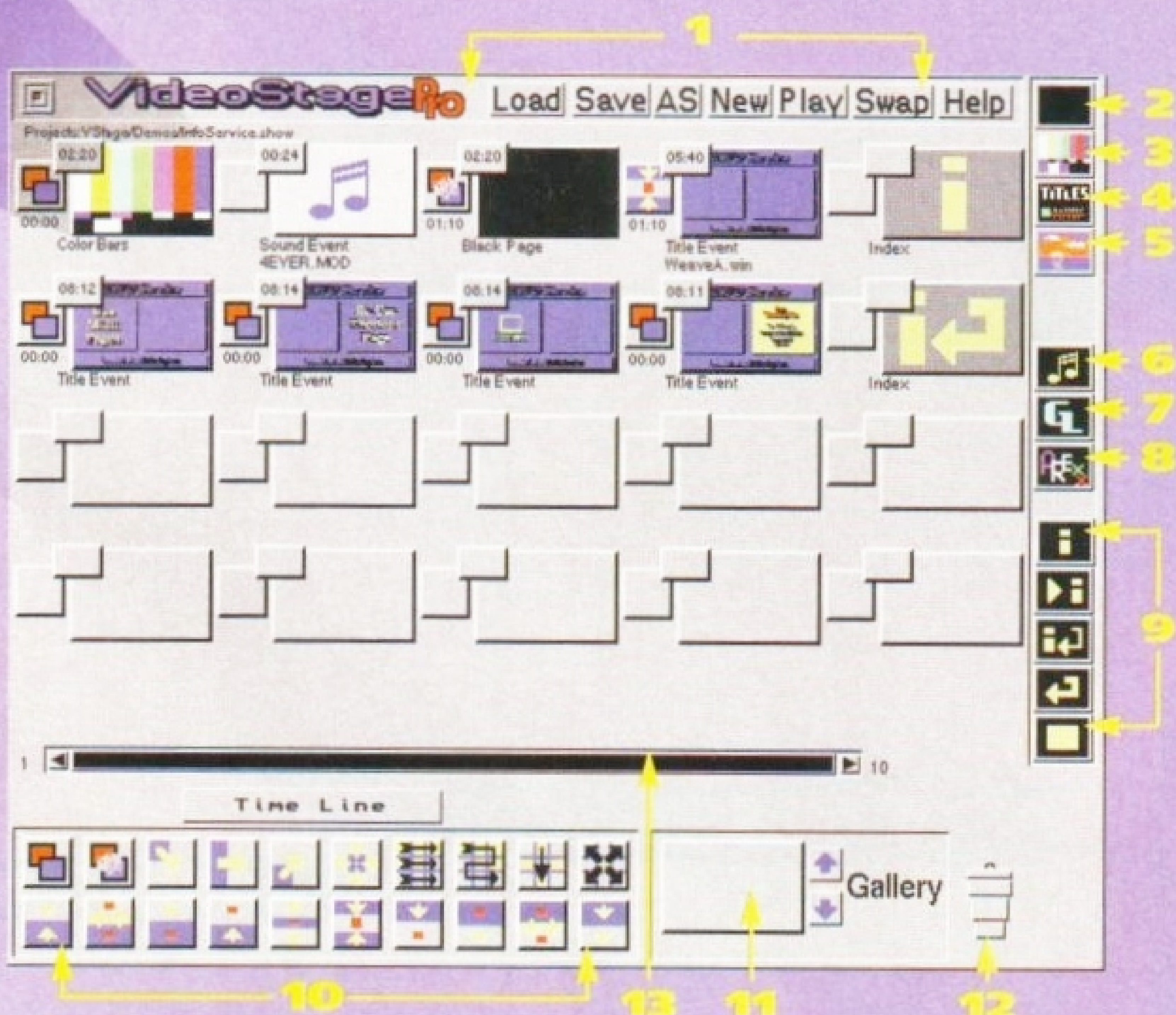
Even better, if you have an A1200 or A4000 you can make use of the new AGA graphics modes. If you have a video digitiser or picture scanner, images can be loaded into *VideoStage* and titles added on top for a 'fake' live video effect.

If your images are good, the effects can be every bit as good, if not better than, live video.

With *VideoStage Pro*, you can also control the various parameters of the GVP and SuperGen genlocks to provide smooth fading or mixing of your images automatically.

INSIDE VIDEOSTAGE PRO





A. A pictorial representation of an event. If you have an A1200 or A4000 then you can use 256 colours for a clear image.
B. This is the name of the event and the name of the picture.
C. The particular video transition used, and the duration, is displayed here.
D. The time at which the event occurs. Click here to adjust it.

1. Standard file requesters for loading and saving projects.
2. Insert a blank screen into the video sequence. When used with a genlock, this blank will actually be live video.
3. Add some colour bars. This is an ideal way to start a home video to give that professional touch.
4. A Title event. Titles can be static plain text or be fully shaded and whizz around over a 24–bit shaded backdrop.
5. The simplest event – a Graphic. All standard IFF images, including AGA files, can be loaded and displayed. Graphic events usually mutate into Title events.
6. Music files can be played, or samples triggered with this event.
7. For total control over your genlock, use this event.
8. With the ARexx event, almost anything is possible. If *VideoStage Pro* doesn't have the feature you require, you should be able to link in a program that does.
9. Index events allow sections to be skipped or used as sub-routines in video performances.
10. Your favourite video transitions can be stored here for ease of use. All you have to do is drag and drop them into place.
11. The gallery is where popular events can be stored, almost (but not quite) exactly like a standard Amiga clipboard.
12. Trash can. Drag and bin your little 'accidents'.
13. Click here to switch to the Timeline editor.

VIDEOSTAGE PRO



DESCRIPTION
Video titler/multimedia system

MANUFACTURER
Oxxi Inc.

DISTRIBUTOR
HiSoft 0525 718181

PRICE
£149

RELEASE
Out now

SPEED ●●●
You will need a fast Amiga and a hard disk to get the most out of the effects and 256 colours.

MANUAL ●●●●
Reasonably good quality, but on-line help features mean you probably won't need it.

ACCESSIBILITY ●●●●●
VideoStage Pro is clear and very easy to get the hang of. It's probably easier to use than the Workbench.

FEATURES ●●●●●
Tons of wipes, fades, scrolls and whizzy text paths. Resist the temptation to use them all in one video.

VALUE ●●●
Much more expensive that Adorage (£49.95), but *VideoStage Pro* is much more than a titling package.

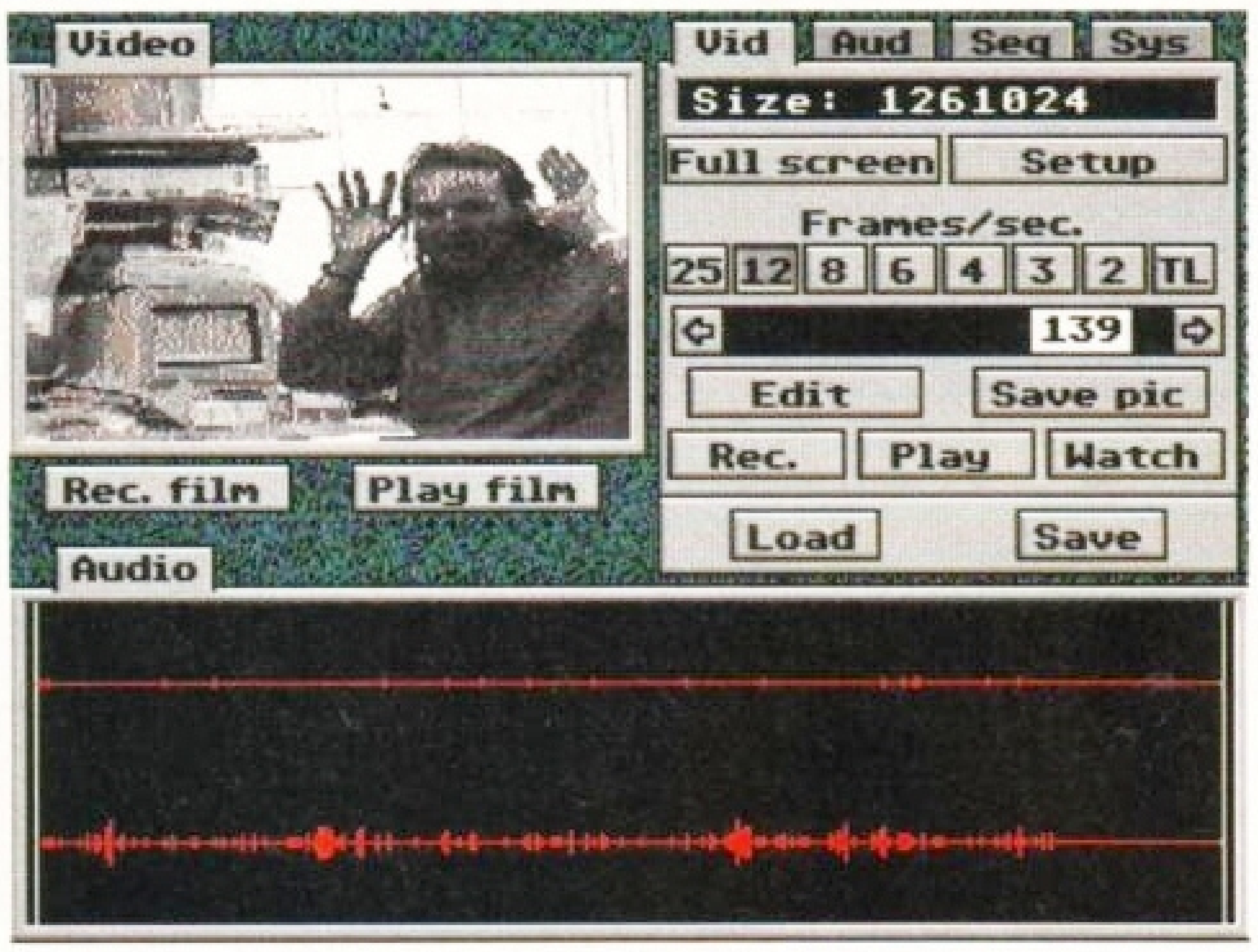
VERDICT

“ VideoStage Pro can be used on so many different levels. You can create snazzy logos for your home videos, or produce professional presentations such as in-shop demonstrations. It's certainly good enough. ”

87%

VIDEOMASTER AGA

The digitiser war hots up with the release of VideoMaster AGA from Microdeal. Richard Baguley tests it by running around the office annoying people with a video camera .



The main screen of VideoMaster is where all the interesting things happen. From here you can digitise sound, graphics or both.

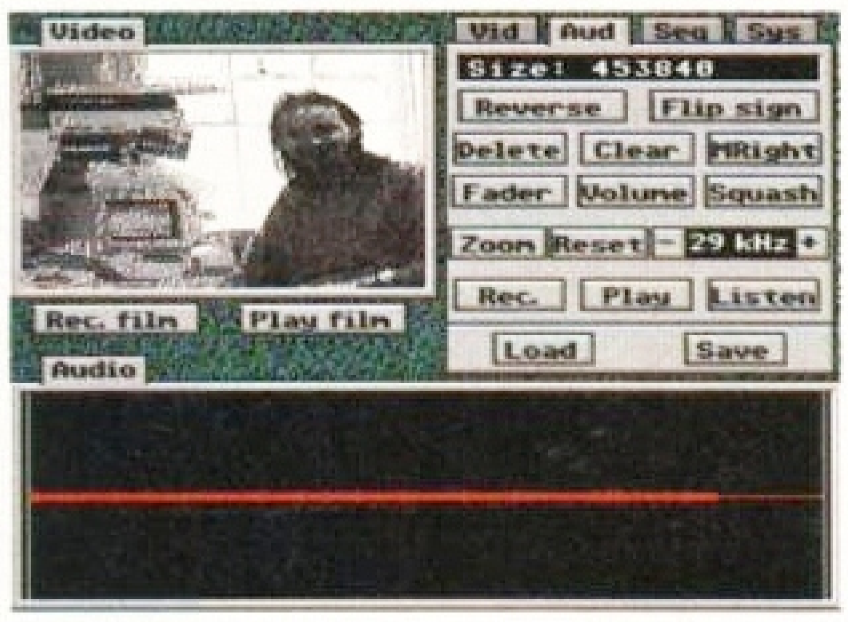
MULTIMEDIA WOULD BE exquisitely dull without graphics. Imagine trying to create a presentation for the National Stoat Fanciers' Guild without a digitised image of your prize–winning giant stoat. If you could get an animation of him you would have the audience in the palm of your hand.

Of course, video digitisers are nothing new. For many years there have been a variety of devices which enable you to grab video images and save them out as IFF files, with varying degrees of success.

Microdeal's latest offering for this fast–advancing area of Amiga use is *Videomaster AGA*, an upgrade to the package reviewed in *AF* 43.

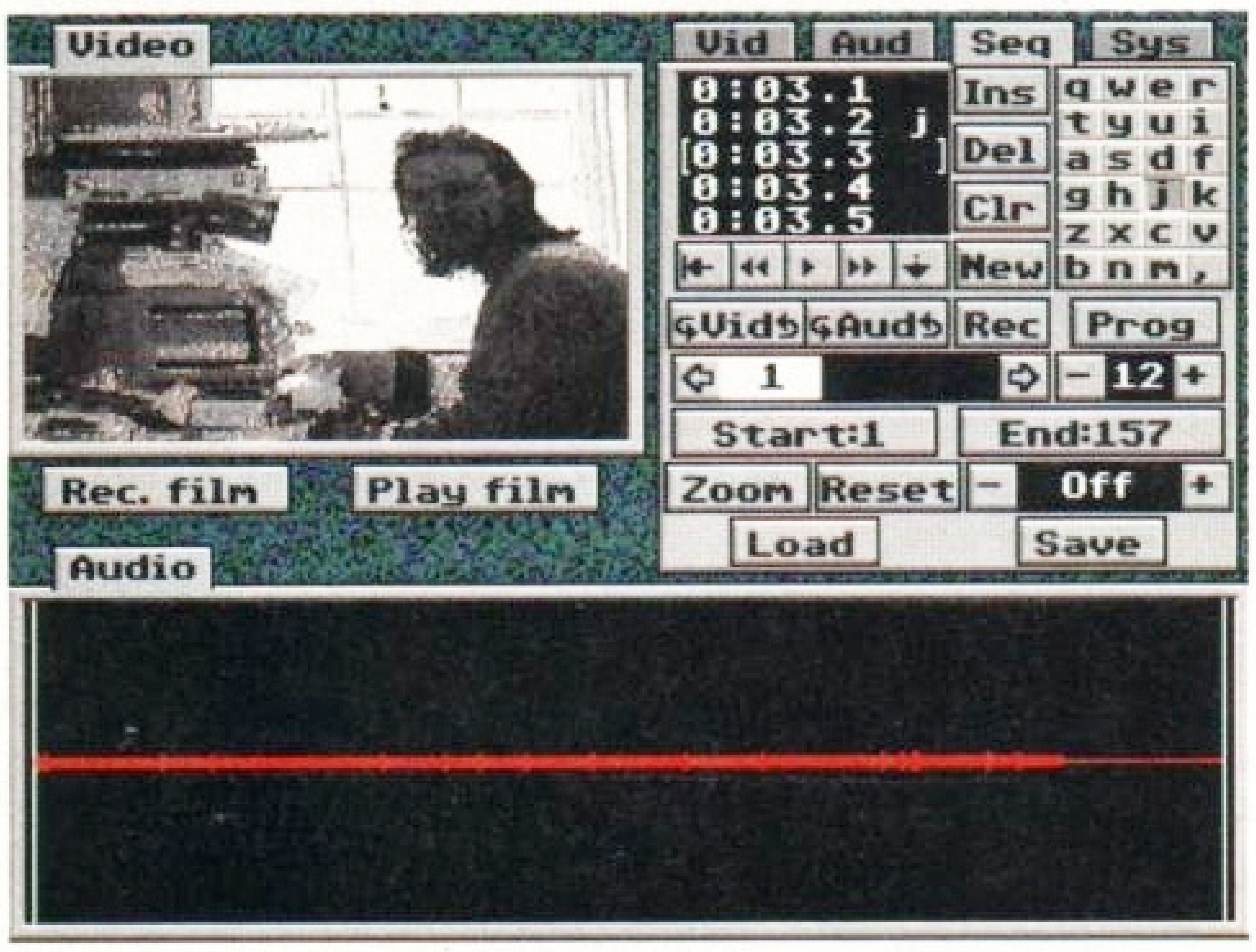
VideoMaster differs from similar products in that it can digitise video and sound simultaneously. The hardware and software have been upgraded, and the grabbing hardware now plugs in to the A600 and A1200 PCMCIA slot, so you can't use it on older Amigas or the A4000.

Otherwise, the hardware is identical, with three ports at the back (two for sound and one for composite video). I'm a little unsure about the large hole in the back of the unit, because it seems ripe for a coffee spill incident. *VideoMaster* also doesn't fit very well with the Amiga case, leaving a gap which exposes a small section of the PCB. Again, this could be a problem if you dropped something metallic in the gap.



The audio content of the film is controlled from here. The sample editing facilities are basic, to say the least.

The major change to the software is the addition of support for the AGA modes. The sound sampler can now sample at up to 29kHz, although the quality of the samples suffers if you are trying to digitise sound and vision at the same time. This isn't surprising, given the amount of data that is being pushed through the PCMCIA port. If you own a *Mastersound*, *Stereo Master* or *AMAS* sampler, you can use it instead of the built–in one.



The sequencing screen allows you to manually trigger grabbed vide sequences, or to create an edit list of these images.

VideoMaster produces high–quality grabs, although they are of the standard as *Vidi24RT*. *VideoMaster* is not a real–time colour grabber but you can grab colour images if you have a very still subject or a video with a good freeze frame. Three filters are supplied with the package, but the optional splitter gives better results.

Grabbing a sequence of images (or a film, as the documentation calls it) is extremely simple, and the quality of the grabs is high, although they are limited to black and white quarter screen images.

You can also put together different sequences to create your own mini film which can be played back either within the program or through the stand–alone player. Although the software saves out these files in a proprietory format, there is a program included to convert these to IFF anim files for use with program such as *Scala* or *MediaPoint*. These files would be extremely good for enlivening multimedia products, and this is where this product could be extremely useful. It's nowhere near as powerful as a high-end digitiser such as *V-Lab*, but it is several hundred pounds cheaper.

VIDEOMASTER AGA



DESCRIPTION
Video and sound digitiser

MANUFACTURER
Microdeal

DISTRIBUTOR
HiSoft 0525 718181

PRICE
£79.95 (£49.95 upgrade from A500 version)
£49.95 RGB Splitter

RELEASE
Out now

SPEED ●●●
It's not real–time, but grabbing the three colours only takes a couple of seconds, even in high–res Ham-8.

MANUAL ●●
The manuals are rather poorly written, but they give you most of the technical info you are likely to need.

ACCESSIBILITY ●●●●
The software is very easy to use, so it's just a question of plug in and go.

FEATURES ●●●●
The combined video/sound sampling is a good idea, although the quality of the sound suffers sometimes.

VALUE ●●●
Vidi 12RT is only £5 more than the price of the *VideoMaster* grabber and splitter, and it works in real–time.

VERDICT

"The quality of the grabs is not as good as you can get from Vidi 24RT or V-Lab, but VideoMaster's ability to grab video and sound in one pass could be useful. Unfortunately, other grabbers have advanced more quickly than this one."

75%

Panasonic

We researched the colour printer market in great depth to find a colour printer good enough to cope with Amiga's powerful output, yet at an affordable price. We found the perfect printer in the KXP 2123 Quiet Printer. We then considered that if you were going to buy a colour printer you would probably need a quality word processing package to use with it. We have found that too with Wordworth yet at a retail price of £129.99 we thought that might be a little expensive on top of your printer purchase! So together with Panasonic we decided to give a copy of Wordworth free with every Panasonic Printer. Of course you might be the fortunate owner of a Desktop Dynamite Pack or maybe the idea of word processing isn't for you. Once again Indi have the solution with the alternative of two great games. How's that for added value?

Panasonic KX - P2123



The new high performance Panasonic KX-P2123 24 pin, Quiet colour printer offers leading edge quiet printing technology at an affordable price.

- **Fast Printing Speeds** 192 CPS draft, 64 CPS LQ and 32 SLQ.
- **Colour Printing** 7 Colour palette (blue, red, green, yellow, violet, magenta, black)
- **Quiet printing** Super quiet 43.5-46 dBa sound level (most matrix printers are typically in excess of 60dBa)
- **7 Resident Fonts** Over 152,000 type styles using Super LQ, Courier Prestige, Bold PS Roman, Script and San Serif fonts.
- **24 Pin Diamond Printhead** High performance and high quality output.
- **1 year Warranty** for total peace of mind

~~£219.00~~ **£209.99**

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- COLOUR RIBBON
- BLACK RIBBON
- INDI SOFTWARE OPTION

FREE WORD PROCESSING OPTION

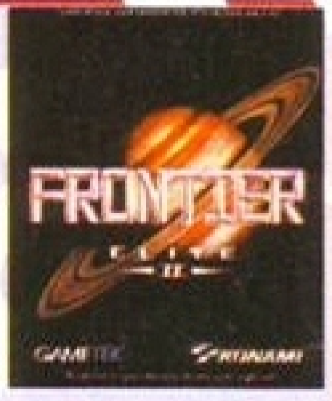
WORDWORTH AGA COMPLETELY FREE!
WITH PANASONIC QUIET PRINTERS. The writer's choice. The ultimate word processor for AMIGA Computers. **WORDWORTH** is undoubtedly the ultimate word/document processor for the full range of AMIGA Computers. The graphical nature of WORDWORTH makes producing documents faster and easier, with the enhanced printing fonts (including full **Panasonic KX-P2123** colour printing support), Collins Spellchecker and thesaurus, no other Word processor comes close "Without doubt this is one of the best document processors for the Amiga Today (Amiga Format) **NORMAL RRP £129.99 inc VAT**

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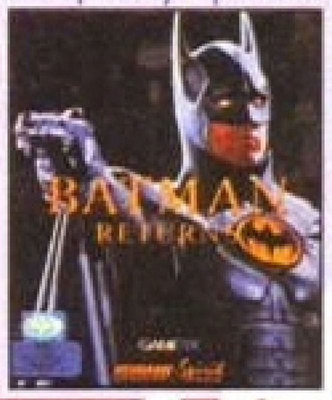
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* 1 Year On Site Warranty

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Panasonic KX - P2023



- **Quiet printing** 46.5 dBa standard mode. 43.5 dBa super quiet mode
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Buy this superb printer for just £169.99 AND whilst stocks last we'll send you a voucher for a free auto cut sheetfeeder **WORTH A FURTHER £89.**

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-Automatic sheetfeeder for KXP 2123 holds 80 A4 sheets
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KX-P4410 Laser Printing KX-P4430

KX-P4410
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* 28 resident fonts
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* 8 scalable fonts. 28 bitmap fonts
* Optional 2nd input bin (total printer capacity 2X 200 sheets)
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WORDWORTH AGA COMPLETELY FREEWITH LASER PRINTERS

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256-colours can produce spectacular antialiased fonts – but they will require a bit of effort.

Personal FONTS MAKER

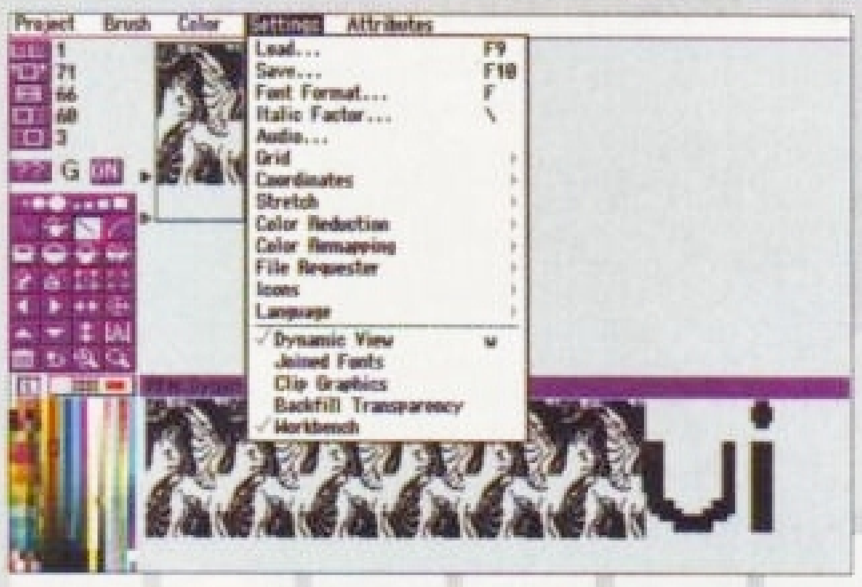
Cloanto have adapted their best-selling art package into a font designer. Nick Veitch smooths out the bitmaps and creates his own characters.

IT IS ALL very well having nice desktop publishing packages and word processors with scalable fonts, but there are times when the little bitmap font comes into its own, god bless its jaggies. Fortunately for Amiga owners, the operating system can make extensive use of these fonts. In fact, with versions of Workbench since 2.0 it is even possible to change the system font itself. Sadly, although bitmap fonts are infinitely more common and widely available than their fancy scalable counterparts, there is a definite lack of decent software to create them with.

This problem is something which Cloanto's *Personal Fonts Maker* attempts to address. Although there are a couple of fairly serviceable Public Domain font construction programs, this one is in a completely different league.

Using more or less the same graphics engine as Cloanto's rival to *DPaint* – *Personal Paint* – this package offers far more drawing tools and features than you would usually find in such a package. Characters appear one at a time in appropriate-sized grids. If you prefer, there can be a dynamic display of the font in the lower portion of the screen. This is useful for seeing how the width settings, and so on, affect the way characters appear in a line of text.

The ability to create fonts also extends to the creation of colour fonts. Not all programs are able to make use of multi-coloured fonts, but most titling and paint packages, such as *DPaint*, will support them. Colour bitmap fonts are incredibly handy as the extra colours can be used to antialias the font, making the individual pixel blocks less noticeable. They are also very useful for multimedia displays and so on. *Personal Fonts Maker* can support up to 256 colours in any character – more than you would ever need. All of the usual painting functions, including filled and unfilled polygons, lines, curves and even an airbrush feature are here. And the dynamics of the font, such as spacing and descender height, can be readily changed using the software.



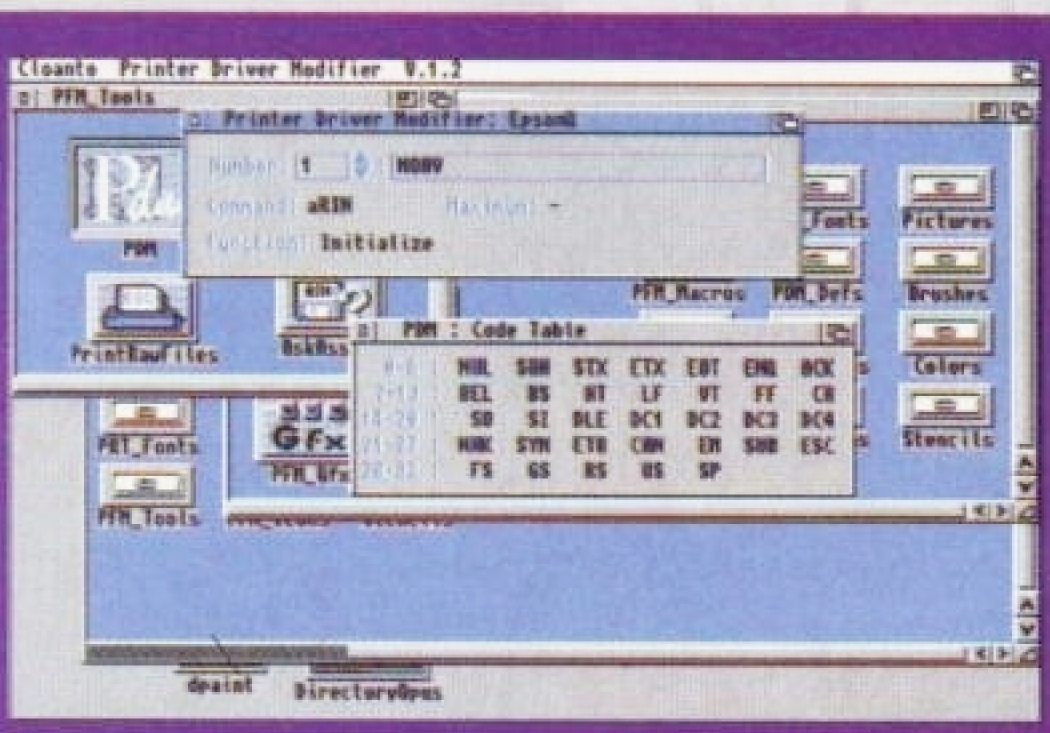
You can import brushes directly into the character grid, which is very useful if you have a large selection of clip-art.

As a rule, PostScript fonts do not contain colour information, so they are unsuited to this task. The benefits of PostScript are only really realised with very high resolution output, which obviously isn't the case for displaying on screen.

If your artistic talents are strictly limited to another package, or you have a good collection of clip-art that would make a nice dingbat font, you can import IFF brushes directly into the character grid.

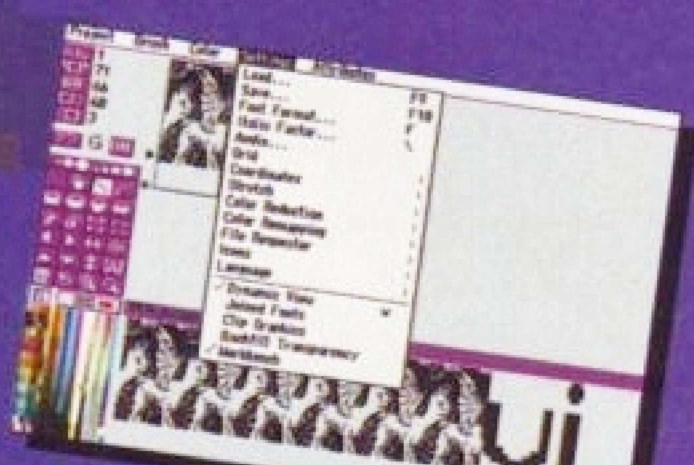
PERFECT PRINTS

If you have regular problems with your printer, there is a useful little extra utility included with this software. It is called *Printer Driver Modifier*, and essentially it enables you to load any Workbench printer driver and modify the escape codes that are sent to the printer. This can be very useful when attempting to use some of the advanced features of your printer, particularly if it is one you don't have a specific driver for. You will have to know a bit about your printer and what codes it uses, but fortunately this is explained very well in the manual.



Included with *Personal Fonts Maker* is this rather useful printer driver editor, *Printer Driver Modifier*.

PERSONAL FONTS MAKER



DESCRIPTION
Bitmapped font editor

MANUFACTURER
Cloanto

DISTRIBUTOR
Meridian 081-543 3500

PRICE
£59.95

RELEASE
Out now

SPEED ●●●●
Computer-dependent operations run fast enough so as not to pose a problem to even the most impatient user.

MANUAL ●●●●●
320-page manual explains how to run the software, has a tutorial and a lot of useful info on fonts and printers.

ACCESSIBILITY ●●●●●
If you can use *DPaint*, you should easily be able to master this. It closely follows Commodore's guidelines.

FEATURES ●●●●
Highly configurable, it includes more than enough knobs and buttons to keep anyone satisfied.

VALUE ●●●●●
Considering the complexity of the software and the extensive manual, Cloanto make others look mean.

VERDICT

“ Personal Fonts Maker may appear complicated at first, but it is the easiest and most comprehensive bitmap font designing package we have ever seen, or are ever likely to see at Amiga Format. ”

93%

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NEW TITLES

G282 **MEGABALL AGA** - The incredible breakout game in 256 colours, plus new levels and power up items. One game you can't miss. •A1200 ONLY•
D163 **GROOVY** - Colourful new demo.
A163 **BAIT MASKING** - Another brilliant cartoon from Eric Schwartz. •REQUIRES 1.5 MEGABYTES•
U314 **OCTAMED TUTOR** - Still having problems with using Octamed. Well follow this comprehensive course and master the music sequencer and become a master composer!
D164 **AGATHA** - Decent AGA demo with good use of the plasma routine. •A1200 ONLY•
G283/284/285 (3 DISKS) **KLONDIKE AGA** - The popular card game with a touch of AGA? Each card displays a 256 colour picture of a glamourous lady. Looks great. •A1200 ONLY• •YOU MUST LOAD THIS GAME THROUGH WORKBENCH•
D165 **SMELLS LIKE CHANEL No.5** - Fantasically long demo. •A1200 ONLY•
U315 TERMINUS 2.0C - Latest update to this supreme communications package. Pulls the maximum CPS from your modem.
D166 **AMIGA 1200** - French demo produced to show some of potential this mega machine can produce. •A1200 ONLY•
D167 HYPNOSIS - Rave demo. Good rave track plus mind blowing graphics. •A1200 ONLY•
U316 **MAGIC WORKBENCH** - Treat your Workbench to a cosmetic facelift. Automatically alters your Workbench icons and includes loads of Workbench backdrops. •NOT A500• •REQUIRES A HARD DRIVE•
G286/287 (2 DISKS) EXORCISM - Graphic text adventure with a supernatural story line.
U317 **OBJECT EDITOR V1.0** - 3D vector object editor for machine code programmers. Fast and easy.
G288 **NUMERIX** - Excellent puzzle game for one or players. Highly original and highly addictive.
G289 **MARKSMAN** - Trojan Light Phazer game. Or use your mouse. Operation wulf type of game.
D168 **DREAM TRIPPING** - This demo not only takes over your Amiga, your TV set too!!!!
D169 **SUBTLE SHADES** - Massive demo that goes on and on. •NOT A500•
D170 **HOW TO SKIN A CAT** - Nothing to worry the RSPCA, but a decent demo all the same. Enhanced for A1200 users.
D171 **EXTENSION** - The hottest demo this month. Recently given a rave review in **CU AMIGA.**
S100 **AGA FERRARI** - Disk packed 256 colour hand drawn Ferrari cars, interiors, and parts. Very good. •A1200 ONLY•
U318 **BLITZ BLANKER** - Superb screen blanker written in Blitz Basic, loads of options. Includes source code.
U319/320/321 (3 DISKS) **MEGA ANSI** - Hundreds of Ansi art pictures on three disks. Includes ansi viewer.
E65/E66 (2 DISKS) **THE TARRO MASTER** - Tarro card tutorial and prediction software. Very well presented with the option to view animated explanations of each card. V.Good.
M142 **GASTRIC ULCER** - Rave and techno tracks with plasma graphics. Turn the light out. •NOT A500•
U323 **FOOTY v1.1** - Dedicated football league database. Enter the weeks results to keep an up to date league tables. Also provides statistical data and match predictions. Full featured.
E67 **PUMPING DUDE** - Strange game with educational bits and bobs chucked in. Hard to describe, highly original. Good.
E68 **KIDS DISK 2** - Maths Maze, Beat Sheets (music creator) and Shape Sorter. Three more superb kids educational games from Duncan Moran, the author of Colour the Alphabet 2.

EDUCATION

E55 **COMMUNICATE** - Translates text into eight other forms of non-verbal communication. Includes Morse Code, Sign Language, Braile, Flags etc... Good learning tool.
E59 **STARVIEW** - Displays all the visible Stars, planets and constellations from any location on Earth, at any time of day. Zoom facilities and Star search feature. Excellent.
E64 **THE WORD FACTORY** - Fantastic spelling games for youngers.
E16 **CHESS TUTOR** - 4 Chess programmes from learning the rules to taking part in classic championship games of history.
E52 **COLOUR THE ALPHABET 2** - Familiarise infants with the alphabet using a fun theme, includes digitised speech. Very professional piece of software.
E41 **FRACTIONS** - Teaches you how to Add, Subtract, Multiply and Divide fractions, the tests you.
E49/50/51 (3 DISKS) **DESKTOP GUIDE TO ELECTRONIC MUSIC** - Massive guide on everything you ever wanted to know about electronic music. •NOT A500•
D172/173 (2 DISKS) **ORIGIN** - The best AGA demo yet. Incredible graphics, with superb use of vectors and textured mapping techinques.
T34 **GREAT WOMEN OF OUR TIME** - Funny stories about made up women. Not sexiest, just very well written. •NOT A500•
E44 **THE MATHS ADVENTURE** - Maths problems intergrated into a adventure. Problems get tougher as you progress.
E23 **TOTAL CONCEPTS - ASTRONOMY** - Loads of interesting facts and beautiful digitised stills.
E24 **TOTAL CONCEPTS - DINOSAURS** - Want to learn about prehistoric Earth- get this!
E43 **WW2 HISTORY BOOK** - Multi-media account of World War 2. Includes pictures.
E60 **CODE MUNGUS** - Strange name, but this is a rather well produced Highway Code testing programme. Good.

BUSINESS

U135 **600 BUSINESS LETTERS** - Hundreds of ready written business letters for every business and personal occassions. Inc. Job applications, complaints, Files load into any word processor.
U166 **A-GRAPH V1.0** - Input data for instant results. Graphs, Bar Charts, Pie Charts etc.. Data is saved as a IFF picture file.
U209 **FORMS UNLIMITED** V1.04 - Form designer and printing tool. For invoices or similar.
U265 **JOURNAL V2.00** - Organise your personal finaces like a detailed bank statement. Easy to use.
U273 **ACCOUNT MASTER V2.1** - More complex than Journal with features found in expensive commerical finace software. The formost *AMIGA PD* personal accounts program.
U288 **PAY ADVICE ANALYSER V2.0** - Payslip database.
U310 **TEXT ENGINE V3.00** - The best PD word processor with intergrated spell checker.
U311 **EASYCALC PLUS** - Impressive and professional Spread sheet with graphing facilities. As good as many commercial alternatives.
U312 **BUDBASE 1.2** - Ex CLR title. Database which isn't restricted to memory size. Data is written to disk after each entry.

GRAPHICS UTILITIES

U1 - **ULTIMATE ICON DISK** - Edit or draw your own icons. Even import/export graphics from any IFF art package. Loads of example icons included.
U3 **M-CAD** - Computer Aided Design package.
U9 **C-LIGHT** - Ex-commercial raytracer, now shareware.
U54/55 (2 DISKS) **VIDEO UTILITIES** - 2 packed disks full of video titling programmes covering most aspects of the subject.
U62 **SCENE GENERATOR** - Fractal landscape generator like Vista, without the heavy price tag.
U102 **AMIGA FOX** - Entry level desktop publishing.
U113 **SPECTRA PAINT** - Good AMOS written IFF art package.
U142 **FREEPAINT** - Highly regarded PD paint package. The next best alternative if you can't afford Dpaint.
U190 **GATORS GRAPHIC GALLERY** - Tutorial on how to design you own classy logos as seen in demos.
U208 **CYCLOPS** - Plasma picture generator.
U271 **POLYED** - Polygon orientated animation package. Allows for large animations even with limited memory.
U285 **sMOVIE** - Video titling.
U286 **KID PAINT** - Simple, easy and functional art package for youngsters.
U296 **GRINDER** - Picture file conversion. Can transform between the following formats: IFF, GIF, HAM-E, HAM, TIFF, ATARI, etc..
U289 **MINI MORPH V1.0** - Super fast morphing. The best you can get for the price.
U306 **ELECTRONICS CAD** - Circuit board designer.

MUSIC TOOLS

U178 **COMPOSER** - Traditional style music composing with notes and staves.
U186 **MED 3.2** - Popular music sequencer.
U183 **PROTRACKER** - Another good music sequencer.
U200 **SHADOW SAMPLE MAKER** - Produce you own sounds without a sampler.
U256 **ST-05** - Sound samples, intruments and voice samples for use with either U183 or U186.
U257 **ST-11** - As above.
U258 **ST-50** - As above.
U259 **ST-87** - As above.
U260 **ST-88** - As above.
U261 **ST-89** - As above.
U262 **ST-91** - As above.
U263 **ST-92** - As above.
U264 **ST-93** - As above.

USEFUL UTILITIES

U281 **D-COPY 3.1** - Powerful disk duplication software.
U291 **RELOKICK** - Downgrades your A500+, A600 or A1200 to run many A500 only titles. Very reliable with a high success ratio, even on commerial games. Essential.
U215 **FREECOPY** - Removes various types of copy protection schemes from commercial games.
U283 **LOCKPICK** - Similar to Freecopy but supports different titles, roughy 450+.
U158 **NOERRORS** - Formats floppies or hard disks with hard errors (physical damage to surface) and hides them, making what would be useless disks, functional.
U301 **A-REXX MANUAL** - Extensive manual on the A-REXX programming language. Loads of examples.
U206 **RACE RATER** - Horse racing predictor.
U294 **POOLS TOOLS** - Football pools predictor.
U293 **PARBENCH** - Link up two Amiga's (even CDTV) for communicating between the two, and sending or receiving files.
U282 **TERMINUS 2.0** - Software for modem users. Better than Ncomm but harder to setup.
U300 **NCOMM 3.0** - Update to this popular modem communications package. Good for begineers, easy to use.
U267 **SPECTRUM EMULATOR V1.4** - Run Spectrum games on your Amiga.
U246/247 (2 DISKS) **MORC** - Fortune teller.
U94 **MRBACKUP** - Hard drive backup software.
U241 **CANON PRINTER DRIVERS** - Bubble jet drivers for the following: CanonBJ30, CanonBJ10-20, CanonBJ300-300.
U239 **STAR PRINTER DRIVERS** - 9 PIN and 24 PIN printer drivers for the Star range.
U103 **MESSYSID 2** - Transfer files to and from Amiga DOS disks to to PC DOS disks, and visa versa.
U313 **AGA UTILITIES** - Tools for A1200's.
U274 **CG FONTS COLLECTION VOL.1** - Fonts for wordprocessors and DTP packages which use compugraphic font. High quality.
U275 **CG FONTS COLLECTION VOL.2** - As above.
U276 **CG FONTS COLLECTION VOL.3** - As above.
U308 **CG FONTS COLLECTION VOL.4** - As above.

CLIP ART

U236 - Photo copiers, Office, Men at Work.
U230 - Food - lots of it.
U224 - Signs, Star Trek, Christmas.
U223 - Sport, Transport, Work.
U221 - Anatomy, Buildings, Christmas, Holidays.
U220 - Animals, People, Places.
U218 - Cartoons, Construction, Religion, School, Weddings.
U100 - Teddy Bears.
U96 - Easter, Christmas, Jungle Animals, Famous People.
U95 - Zodiac signs, Computers, Symbols, Logos, Sports.
U251 - Babies, Furniture, Space, Watches, Skeletons.
U233 - Christmas.
U229 - Cars, Flowery decorations, Cupid, Hearts.
U227 - Palm Trees, Party invites, Maps of Europe, Stamps.
U226 - Wild West, Crowds Of People, Frames, Signs.
U225 - Fancy Letters, Cars, Cute Animals.
U222 - Music, Silhouettes, Symbols, Teddy Bears.

GAMES

G265 **BONDMINE 13** - Excellent Boulderdash clone.
G268 **SLAMBALL** - Futuristic management game. Based on Speedball.
G273/274 (2 DISKS) **STARBASE 13** - Graphic point and click adventure. As used by the likes of the Monkey Island games. Very good.
G275 **POPEYE** - Conversion of the classic C64 version. •A500 ONLY•
G222 **CHESS GAMES** - Two Chess games: GNU Chess, Chess 2.0. Plus 10 vital chess tips text file by an international Chess Grandmaster.
G280 **BLACK DAWN** - 3D perspective dungeon adventure with a Alien breed scenario. Superb graphics.
G281 **SUPER PRIX** - Overhead Formula One racing game with car upgrade options and a variety of tracks.
G77 - **TRACK RECORD** - Anther overhead racing game. Been around for a while, but still the best.
G49 **POM POM GUNNER** - Shoot-em-up with digitised graphics.
G37 **SEALANCE** - Submarine simulation, wartime scenario.
G183 **BOUNCE & BLAST** - Top class platform/blasting game. Rave reviews.
G193 **HELLZONE** - Space shoot-em-up like R-Type.
G200 **FIGHTING WARRIORS** - 1 or 2 player martial arts beat-em-up with large animated sprites and special moves.
G205 **TOP OF THE LEAGUE** - Soccer management game. Have the opportunity to take your average league team to the very top of the premiership.
G206/G207 (2 DISKS) **OLEMPIAD** - Sports events with lemmings as the stars.
G210/211 **TALISMAN** (2 DISKS) - Huge icon driven graphic adventure. •REQUIRES 2 MEGABYTES•
G212 **FRUSTRATION** - Incredible text based adventure. Unsurpassed in depth and detail.
G217 **UCHESS** - Chess game for the AGA machine. •A1200 ONLY, REQUIRES 4 MEGABYTES•
G221 **BOW AND ARROW** - Bow and Arrow game.
G224 **OBLIVION** - Super fast defender clone.
G226 **MORIA V5.4** - Massive RPG, dungeons and a town to explore. Many hours of gameplay.
G229 **GIGER TETRIS** - Tetris game. •A1200 ONLY•
G232 **MONACO** - Arcade Clone, Fast and furious.
G234 **WOTS IT'S NAME** - Popular trivia board game.
G237 **BACKGAMMON** - Computerised Backgammon.
G241 **IMPERIAL WALKER** - Take control of an X-Wing fighter and stop the imperial walkers from reaching the allied HQ. 3D game.
G246 **WIBBLE WORLD GIDDLY** - Platform puzzle game in the same style as the budget Dizzy series. This is amazing.
G247 **FLEUCH** - Conversion of the C64 Thrust game. Looks crude, but one very playable game inside.
G8 BILLIARDS - Pool game.
G169 **DONKEY KONG** - The the first ever game that introduced Mario all those years ago. Still brill. •NOT A1200•
G238 **TETREN** - Tetris game with added features which take it beyond the original theme.
G121 **BIPLANES** - Take to the skys in this 1 or 2 player dog fighting game.•A1200 USERS, DISABLE CPU CACHES•
G68 **INSIDERS CLUB** - Stockmarket game.
G63 **GROUND ZERO GAMES #6** - Big bargain disk with 22 games crammed onto a single floppy.
G106 **ANTEP** - Good Role Playing game that looks like one from the old Ultima series.
G271 **JELLY QUEST** - 3D Isometric puzzle game.
G168 **OTHELLO** - Good converison of the board game. The computer provides a tough competitor.
G276 **THE GREAT ESCAPE OF BILLY BURGLER** - Great little platform romp.
G279 **MUGSIES REVENGE** - Gangster game.
G278 **FRIDAY THE 13 PART x** - Run around the rooms, and slaughter the inhabitants.
G177 **CRAZY SUE II** - Always a popular title. Platform game.
G35 **JAR** - Stands for Jump and Run. Similar to Crystal Castles. A bit like Pacman with 3D platforms and more variety.
G182 **TREASURE ISLAND** - Treasure search game for kids.
G196 **CAG** - Stands for CREATE ADVENTURE GAMES. Produce your own text adventures without programming know how. Does the hard bits, just use your imagination.
G45 **RETURN TO EARTH** - Space trading game.
G68 **AMIGIODS** - Polished version of Asteroids with plenty of options to mess around with.
G65 **TRAIN SET** - Train set.
G198 **THRALLBOUND** - Viking adventure.
G230 **ROACH MOTEL** - Original platform game.

ANIMATIONS, DEMOS, SLIDESHOWS, MUSIC

D111 **FRACTAL FRENZY** - Fast mandelbrots.
D105 **SUBSTANCE** - Vectors, vectors and more.......
D46 **PHENOMENA ENIGMA** - The classic demo that set the standard. Still incredible.
D140 **RSI TIME ZONE** - One of the best mega demos around.
D148 **STATE OF THE ART** - The hottest demo of 93'. Not to be missed. •A1200 USERS, DISABLE CPU CACHES•
M84 **GATES OF PAGAN** - Class music disk. Atmospheric.
M75 **LOONEY TUNES** - Some well known tunes.
M51 **PET SHOP BOYS** - 4 of their hits recreated.
A99 **AFT AGILITY** - Funny Eric Schwartz animation.
A128 **BUBBLEMAN 11** - Marilyn Monroe.
A97 **THE CHIPS ARE UP** - Humourous cartoon.
D161 **FAIRLIGHT 242** - 29 megabytes of graphics on one disk. Awesome.
S93 **REVELATIONS** - Stunning slideshow.
S91 **MANGA** - Japanese cartoon slideshow.
S92 **AKIRA** - More Japanese cartoon piccies.
D159 **LETHAL EXIT** - Good AGA demo.•A1200 ONLY•
A162 **SAVINGS CERTIFICATE ADVERT** - From the TV AD.
A161 **THREE WAYS TO STOP SMOKING** - Drastic measures to give up the weed. •REQUIRES 1.5 MEGABYTES•

FREE PUBLIC DOMAIN

FOR EVERY 10 PUBLIC DOMAIN DISKS YOU BUY, CHOOSE 1 FREE.
HOW MANY OTHER LIBRARIES OFFER THIS??????

ASSASSINS GAMES COMPILATIONS AVAILABLE 1 - 142

THE FINAL FRONTIER ISSUE # 6

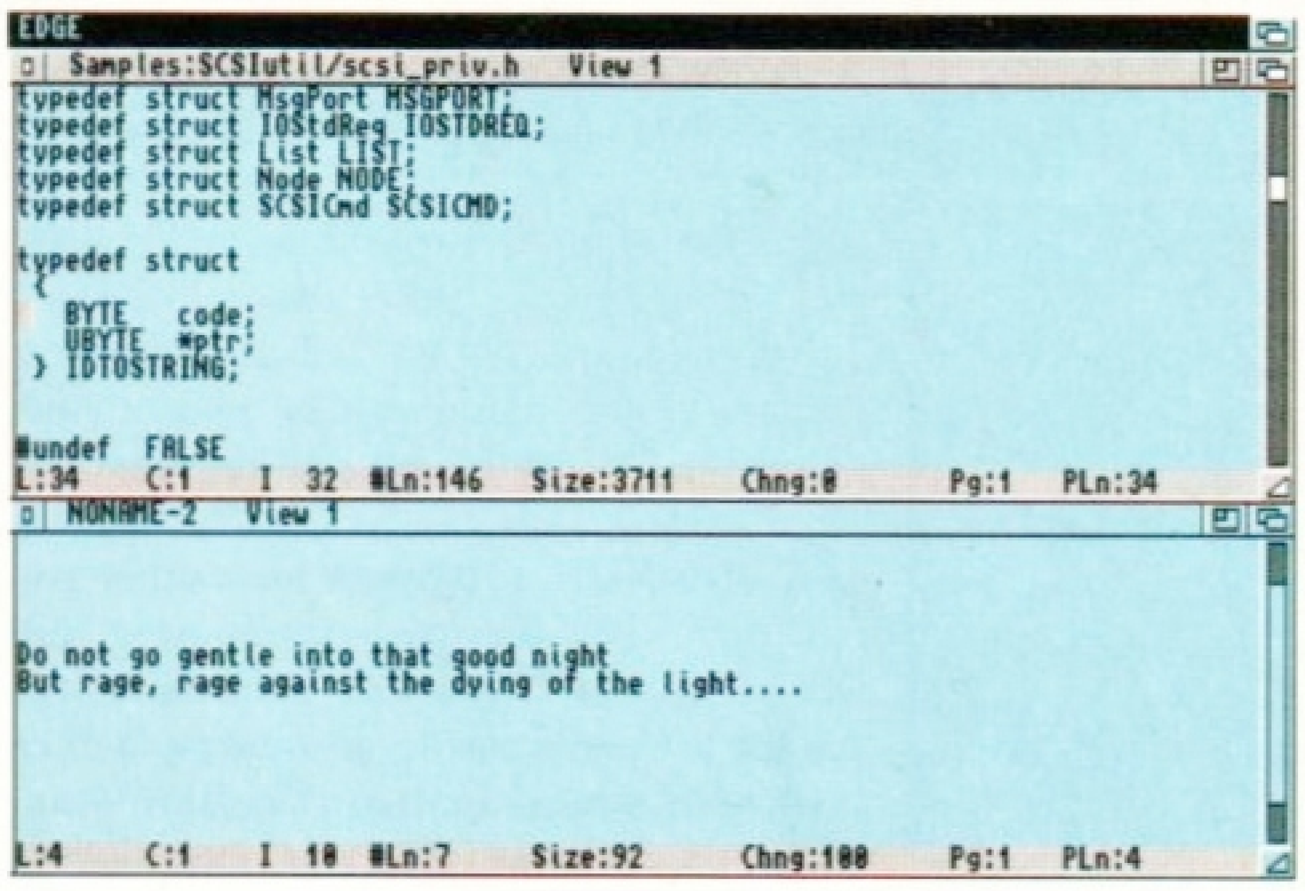
Latest issue, now on five action packed disks. Bigger and better. Covers Star Trek, The Next Generation and Deep Space Nine. News, reviews, interviews, pictures and digitised photos from recent conventions. So much stuff it's incredible. A must for all Trekkie fans. Priced at only £6.99 inc.

IN CASE YOU DO NOT SEE A PARTICULAR TITLE YOU ARE LOOKING FOR, ENQUIRE OVER THE PHONE AND WE WILL BE HAPPY TO TELL YOU WHETHER WE HAVE THE TITLE/S. THIS IS JUST A VERY SMALL SELECTION OF THOUSANDS OF TITLES WE STOCK.

PHONE ENQUIRES (MON-FRI 9.00 AM TO 6.00 PM): 0272 741462

EDGE

Back to basics is the cry, and Richard Baguley is ever willing to comply by seeing if Edge, a new mid-range text editor from Inovatronics, offers good, old-fashioned values.



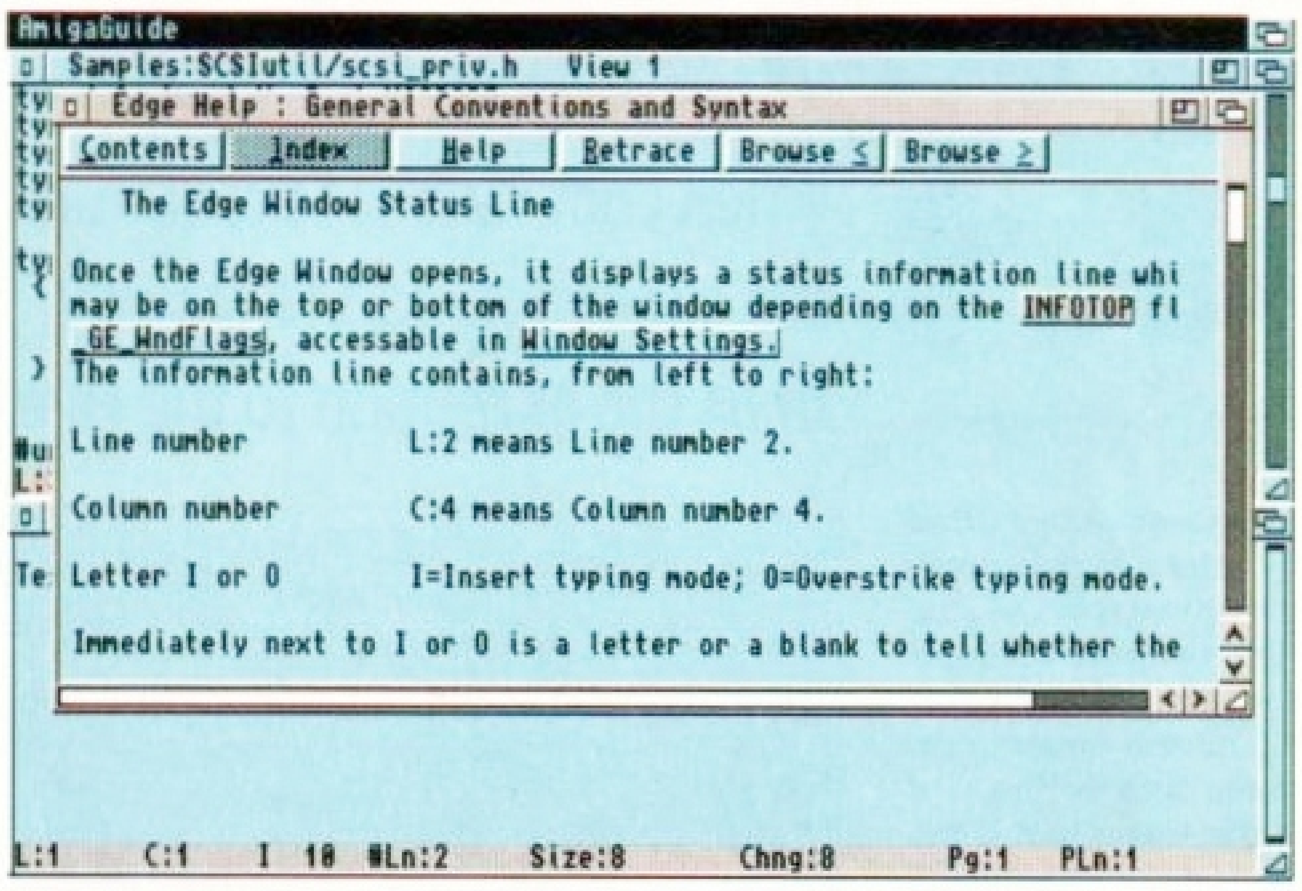
With *Edge* you can open several documents, or even multiple copies of the same document, at the same time.

ANY HARDENED AMIGA user will tell you of the benefits of a decent text editor. Word processors such as *Wordworth* are all very well, but they are a bit over the top for tasks such as creating script files or programming. What you need is a program specifically designed for handling simple ASCII text.

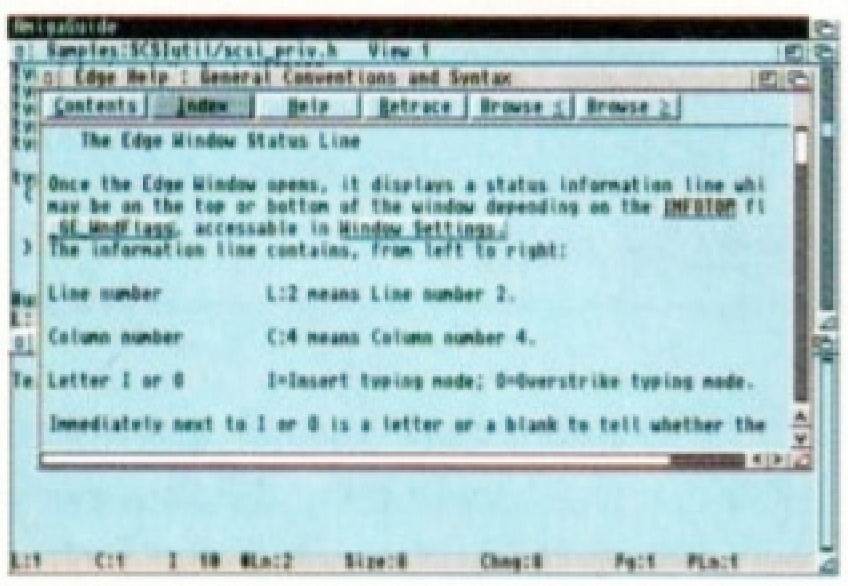
Edge (apart from being a very fine magazine published by Future) is the new text editor from Inovatronics, the people who brought you *Directory Opus*. It is specifically designed to be used by programmers, and comes with a spelling directory for checking C programs.

It's certainly easy to use, with the program coming on a single disk with a 22-page manual. This seems a little thin, but the program includes an excellent online help facility which can be accessed by pressing the Help key at any time.

As you would expect, all the standard text manipulation tools are present, so you can search and replace (both backwards and forwards) and cut, copy and paste blocks. There are also a variety of more powerful functions designed specifically for programmers, such as folds. This incredibly powerful function allows you to effectively 'fold' a sub-routine out of the way, so that only the first line (usually the title) appears. This means that once you've completed a subroutine, you can hide it so you can find your way around a program more easily. You can also define a series of bookmarks, which you can skip to by pressing a single key. These could be set at important points in your listing, such as the routines you are currently working on.



The on-line help can be accessed at any point by pressing the Help key. It's extremely well written and covers all aspects of using *Edge*.



The file requester for loading files is somewhat larger than is really required and does not comply with the ASL standard set by Commodore.

One unique aspect of this program is the way it sets up a device which appears both as an AmigaDOS device (called EDGE:) and an icon on the Workbench which contains all of the files currently being edited. This sounds like a weird idea, but it would be very useful for programmers, because it enables them to edit a listing, then compile and debug, and carry on editing without having to quit out of *Edge*. You can also start editing programs by simply copying them into EDGE:, or quit out of the program by deleting or moving them out of the device.

The ideas behind this program are excellent, but the execution of them often leave something to be desired. For instance, I really can't see why there are file requesters which differ so widely from the Commodore standard. As it is, this program is ideal for editing short text files such as scripts, but it's not good enough to make any committed *CygnusEd* or *TurboText* users switch their allegiance. A well-featured mid-range program.

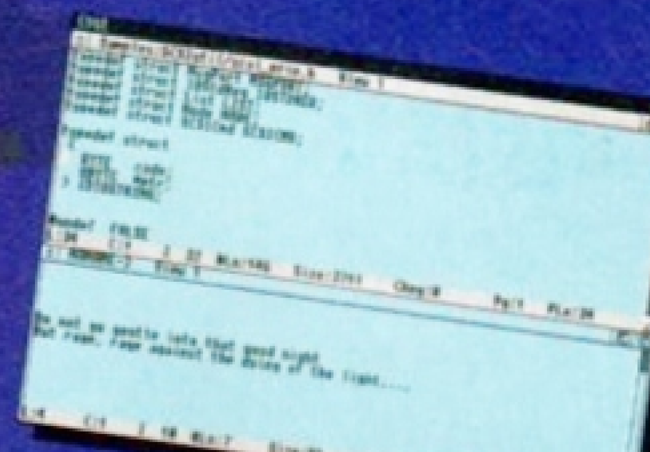
A SECOND OPINION...

We sent a copy of *Edge* to Toby Simpson, lead programmer at Millennium, and author of the *Amiga Format* Gold-winning game *Diggers*. He's a committed *CygnusEd* user, and these are his comments on *Edge*:

"I was not too impressed with *Edge* in general use. It did have several bugs, most to do with the window handling, and one amusing one whereby if you selected a lo-res screen, you couldn't go back to high-res as the screen mode requester is too large to open.

The user interface isn't entirely standard, and in some areas seems a little complex. *Edge* is also very slow, much much slower than *CygnusEd* which I use – I certainly won't be changing over – but considering its price, if you want an editor for day-to-day usage and you can bear these niggles and bugs, it's worth at least looking at."

EDGE



DESCRIPTION
Text editor

MANUFACTURER
Thomas liljeoft

DISTRIBUTOR
Inovatronics 0707 6622861

PRICE
£49.95

RELEASE
Out now

SPEED ●●●
Not a speedy scroller, but an excellent feature is the way you can set bookmarks for instant text-jumping.

MANUAL ●●●
Somewhat thin and basic. However, this is more than made up for by the excellent on-line help.

ACCESSIBILITY ●●●●
Very easy-to-use, although the large number of configuration options is slightly overwhelming.

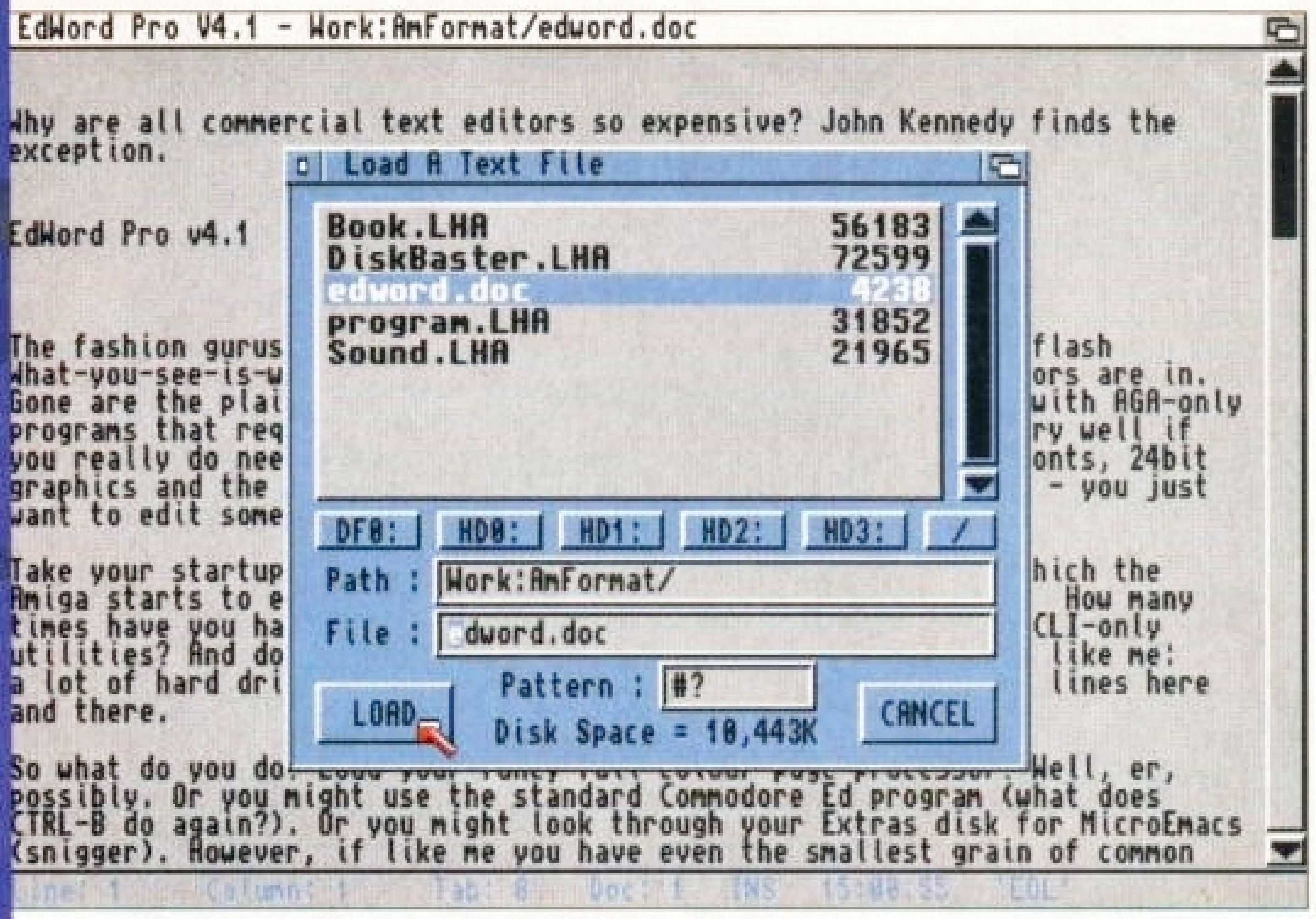
FEATURES ●●●●
Lots of useful features, including some potentially useful features such as bookmarks and folds.

VALUE ●●●
More expensive than *EdWord*, but less than *CygnusEd*. Real power users will be prepared to pay the extra.

VERDICT

"Edge has a few bugs and cannot compete in speed or skill with the powerful features of CygnusEd Professional. But at £50 cheaper, it is a well presented and useful package for day-to-day editing."

75%



EdWord **uses two file requesters – the standard or ASL requester, and this unique collection of user-defined gadgets. It's not bad actually.**

EDWORD PRO V4.1

When commercial text editors are expensive, John Kennedy finds the exception to the rule.

THE FASHION GURUS have spoken: text editors are out, and flash what-you-see-is-what-you-get-in-16-million-colours page processors are in. Gone are the plain text displays of yesteryear, replaced with AGA-only programs that require 4Mb and a 68030. This is all very well if you really do need to see what you get, with lots of scalable fonts, 24-bit graphics and the rest. But, nine times out of ten you don't – you just want to edit some text.

Take your startup-sequence, for example. This is the text file which the Amiga starts to execute when the computer is first switched on. How many times have you had to add a few ASSIGN statements or run a few CLI-only utilities? And this doesn't just apply to propellor heads like me; a lot of hard drive installable games require a few extra lines here and there.

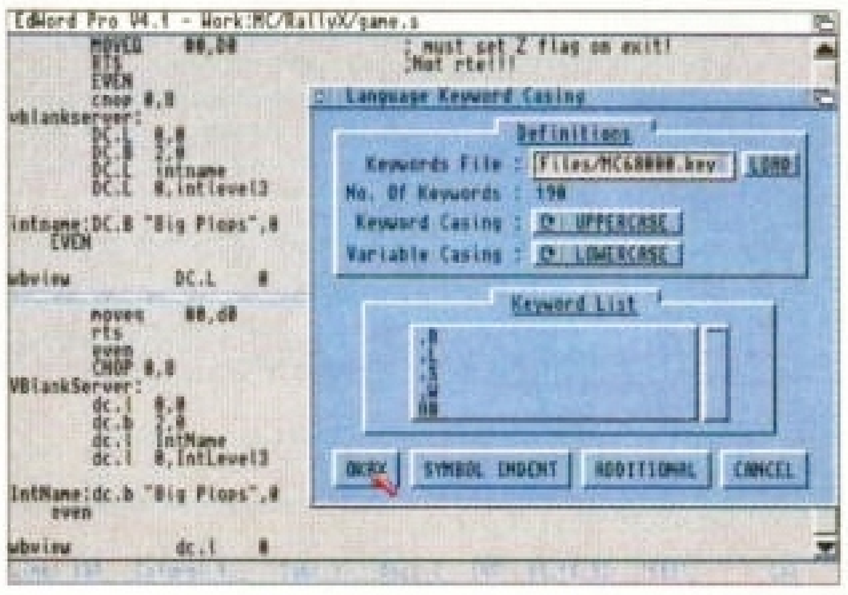
So what do you do? Load your fancy full-colour page processor? Well, possibly. Or you might use the standard *Commodore Ed* program (what does CTRL-B do again?). Or you might look through your Extras disk for *MicroEmacs* (snigger). However, if like me you have even the smallest grain of common sense, you'll use a dedicated text editor. There are plenty lurking around the Public Domain and there are even one or two commercial ones such as ASDG's *CygnusEd Professional* and *Edge* from Inovatronics (see page 127).

The editor I'm typing this text into is called *EdWord Professional*, and it might not be as flash as *CygnusEd*, but despite the sad name it's certainly better than any PD editor I've seen. If it had been selling for the same price as *CygnusEd* I would not have been surprised, for it is certainly as useful.

If you dabble in any form of programming (C, Assembler, BASIC) then this is an editor you have to see. *EdWord* comes with a special key-file for each language. Enter an instruction and it is automatically capitalised, which improves readability no end. The sensible auto-tabbing and bracket searching feature makes this a C coders' dream editor and the advanced ARexx interface allows programs to be compiled, tested and executed with one key-press.

All the best features from other editors are here: vertical block copying, full macro support, auto-save, bookmarks, the ability to open up to 15 documents at once with split screen, built-in calculator – you name it, it's here. There is even built-in support for *PowerPacking* files, so you can load and save packed text without even knowing you are doing it. The only feature that's missing is the ability to fold text (hide sections you don't need), but even *CygnusEd* can't do that.

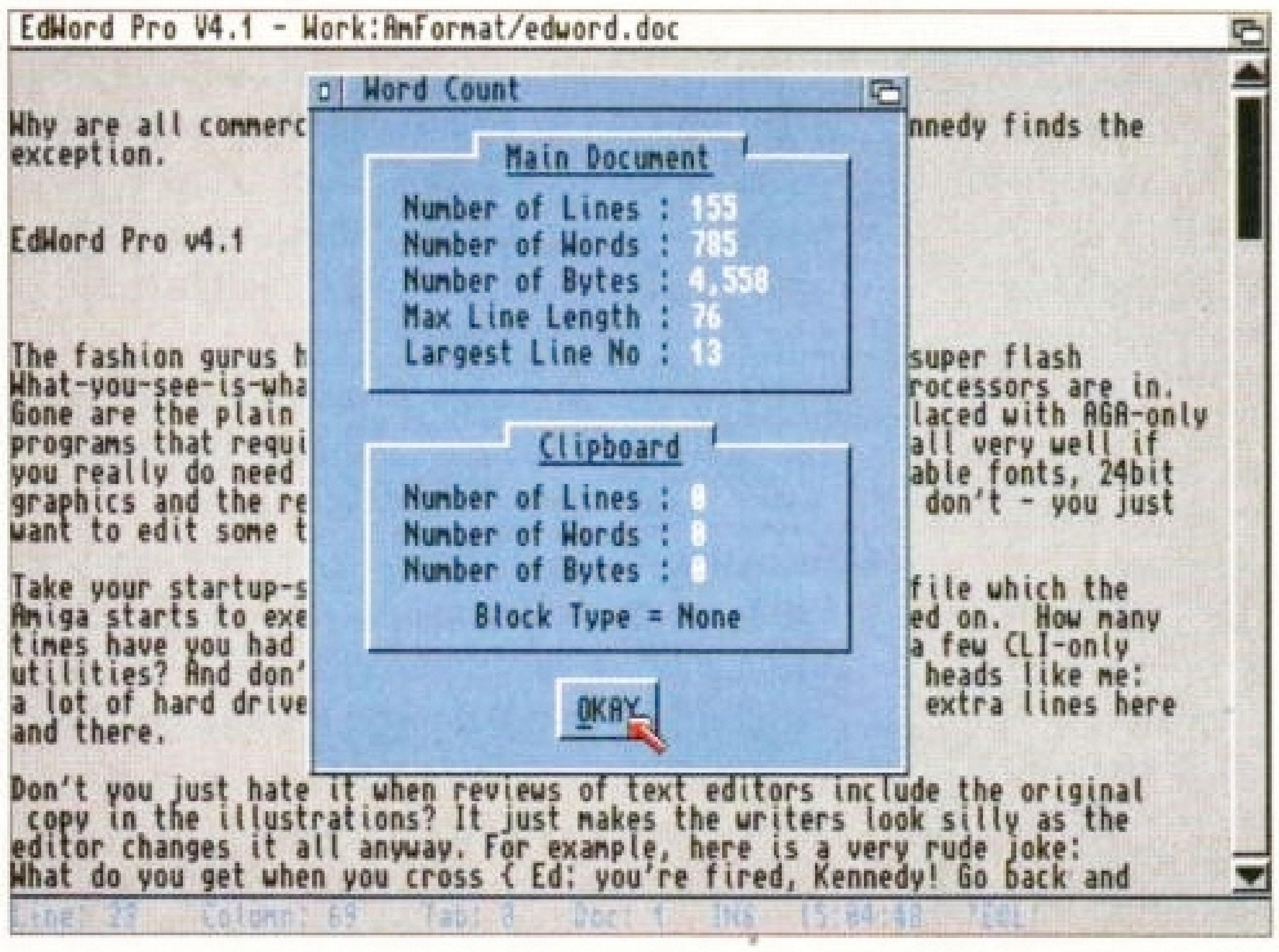
Programmers will find the multiple document support useful, and the auto-casing is excellent. The top part of the display contains a cased file, and the lower half is the original.



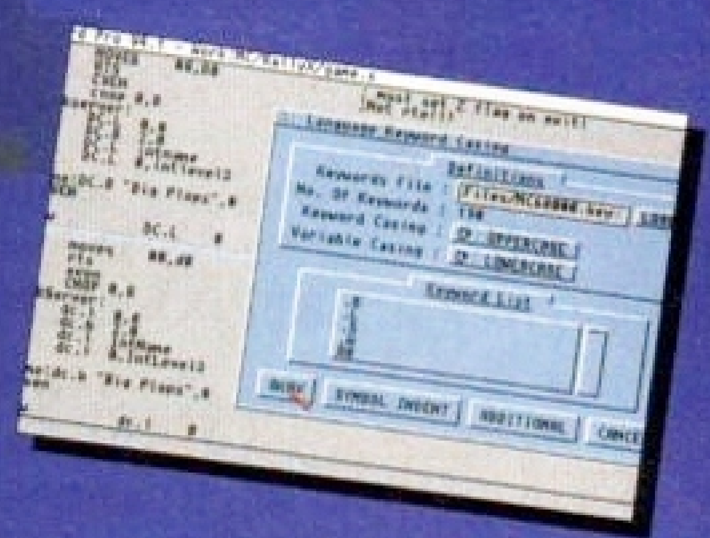
As a word processor *EdWord* lacks a few features, notably good text reformating and spell checking, but that's to be expected because *EdWord* isn't actually a word processor – it's a text editor that happens to be so powerful it can be used as a word processor.

The most amazing thing of all about this program is its price. Check out the price of *CygnusEd* (about £100), and then come back here and check the price of *EdWord*. Thoroughly recommended.

Document analysis isn't overly comprehensive, but includes the most useful facts: such as how many words I've written and therefore how much I get paid for writing this review.



EDWORD



DESCRIPTION
Text editor

MANUFACTURER
Martin Reddy, LossieMouth House, 33 Clifton Road, LossieMouth, Scotland IV31 3DP.

PRICE
£10

RELEASE
Out now

SPEED ●●●●
You won't be bored. It might not scroll text as fast as *CygnusEd* (what does?) but it's certainly fast enough.

MANUAL ●●●
The documentation is electronic, using the AmigaGuide system. It explains all you need to know.

ACCESSIBILITY ●●●●
***EdWord* isn't a painful experience. The programmer has humour that can make even a jaded journo smile.**

FEATURES ●●●●
Most, such as direct entry by ASCII value, are aimed at programmers, yet it can be used as a word processor.

VALUE ●●●●●
For £10 you can't go far wrong. There is a cut-down demo version in the PD if you still can't make up your mind.

VERDICT

" Powerful and packed with features, Edword is an excellent tool for the programmer and occasional Shell person. At this low price you really should buy it, even if it's just because it might come in handy one day. "

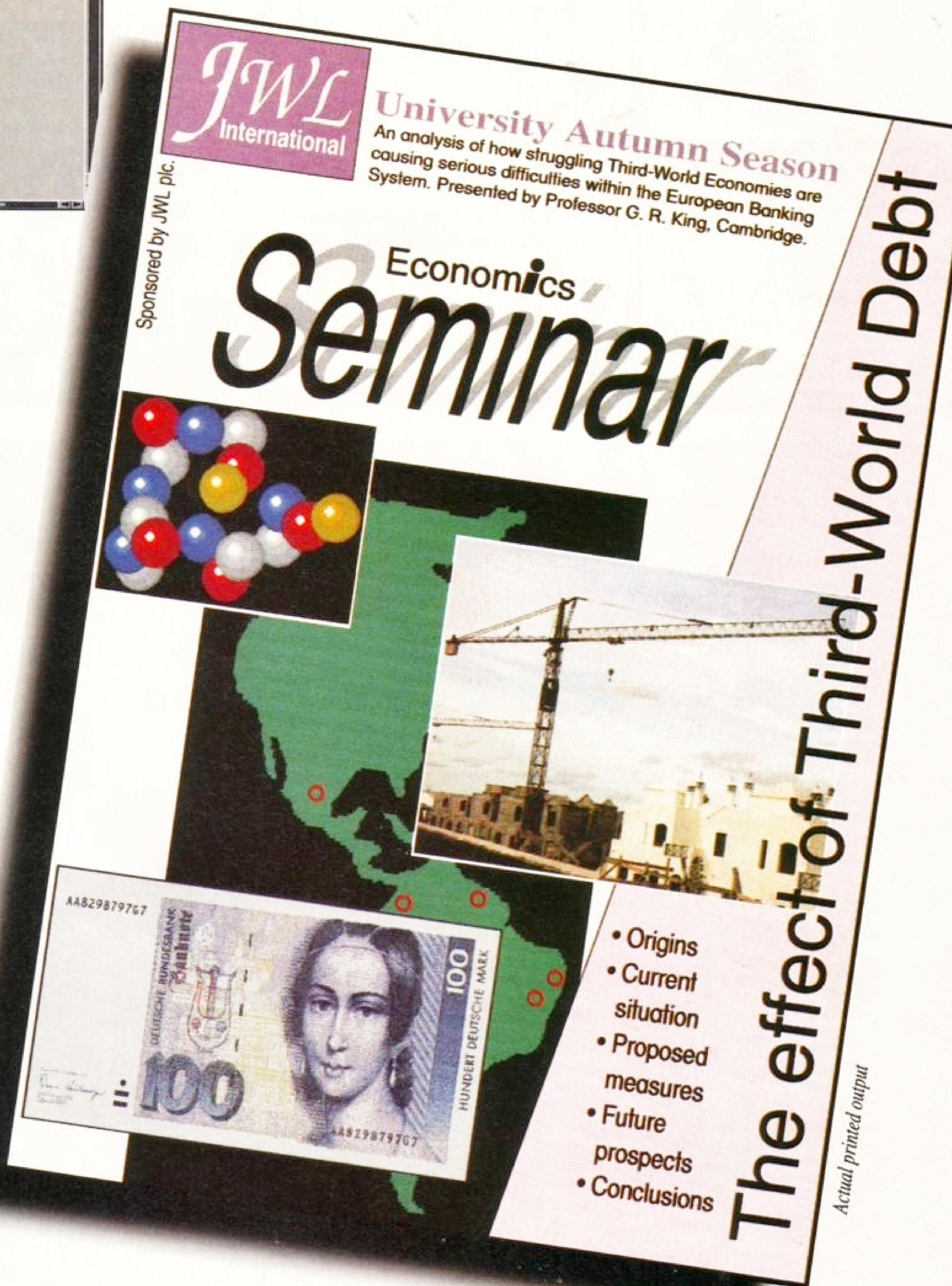
79%

You can't use Software this Powerful, and produce Documents this Good...



Actual screen display

Unless, you buy an expensive PC or Macintosh,™ a high priced Colour PostScript™ Laser Printer, and a complex, costly Desk Top Publishing Package...



Actual printed output

If you're looking for a quality Word Processor/Publisher that performs as well as this, you may well start by searching through PC and Apple™ Macintosh™ software catalogues.

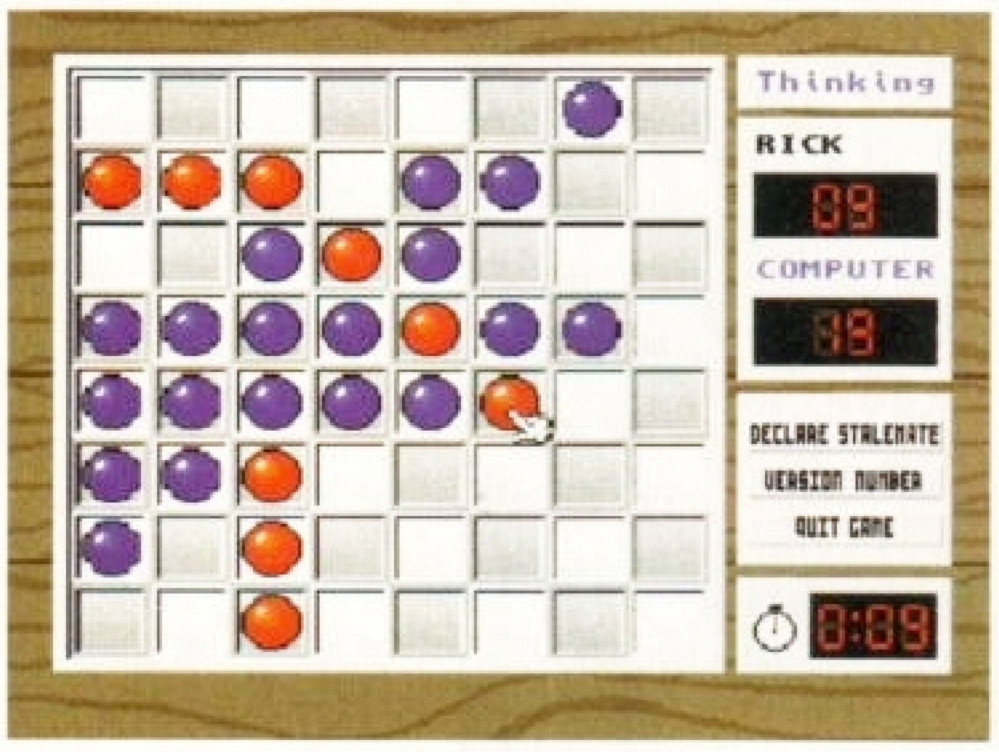
Even then though, you probably won't find a program that will combine the very best in Word Processing *and*... easy to use integrated DTP type facilities.

You certainly can't find software for your Amiga that's capable of all this...

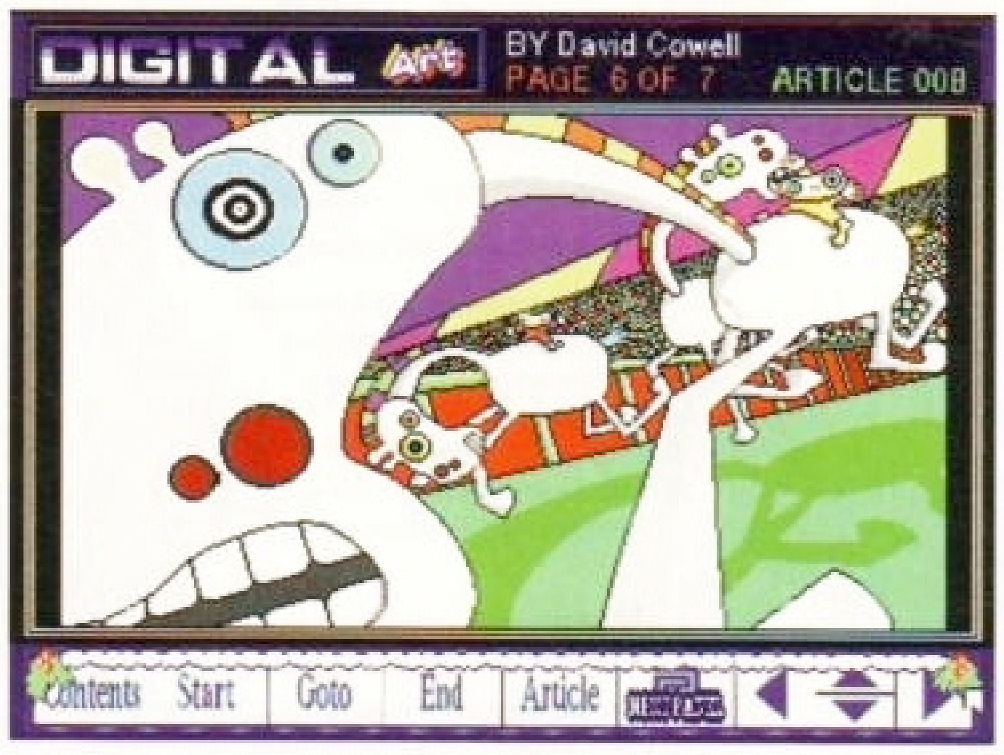
...or Can You?



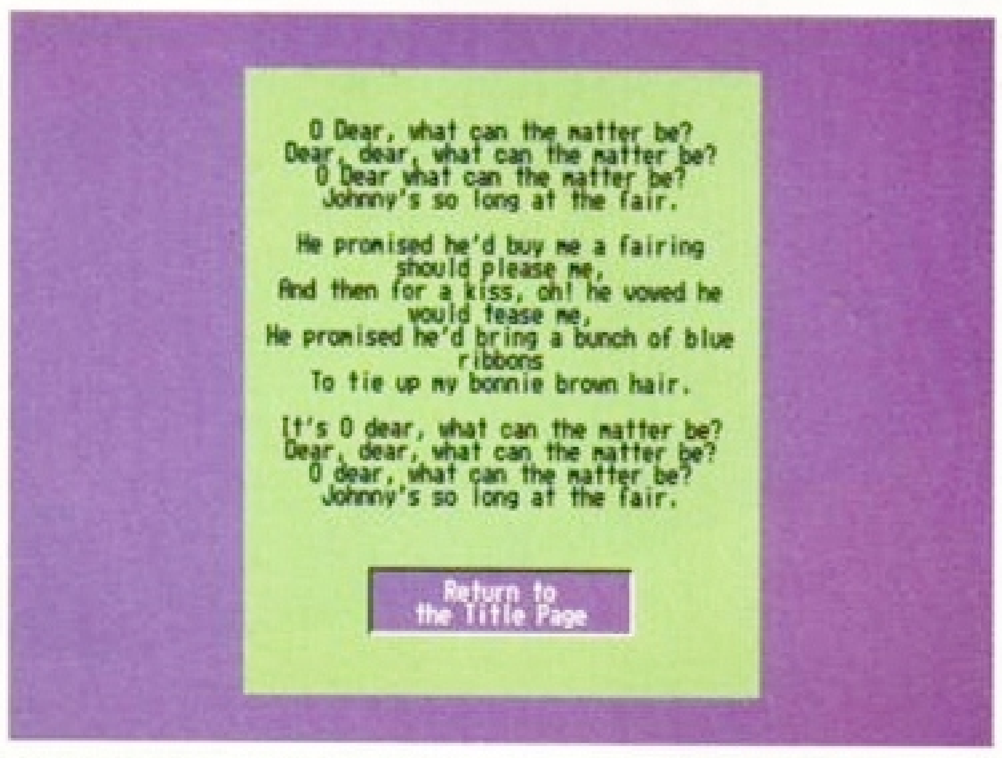
Richard Baguley frolics and gambols through the lush PD pastures and discovers the fields are full of exciting, fresh ideas and programs including a new disk magazine, a platform shooting affair and a hypertext book of myths and legends.



I've long since lost any sense of shame or embarrassment at being seen in public losing to an Amiga.



This intriguing piece of Amiga art featured on the *Digital Disk Five* mag is called Horses For Courses.



In these days of TV and video games, it's good to see that the old children's songs are still around.

NEMESIS

GAME

17 BIT 2811

Nemesis is based on the ancient board game called Othello, but it has added a couple of neat tricks of its own. The main one is a time limit, so if you take too long considering and pondering your move you lose your turn. This time limit also allegedly applies to the Amiga, but the machine never seems to be penalised.

Fortunately for us non-artificial intelligences, the time limit can be set to between five seconds and 90 seconds, or turned off completely. You can either play another human or the Amiga which has three levels of difficulty. I've beaten them all, but it has to be said that the Professional Level is a pretty mean opponent.

Another nice touch to *Nemesis* is the animated way the pieces change colour. Although there is nothing particularly revolutionary about this game, it's very well put together and plays a decent game of Othello.

DIGITAL DISK

GAME

DIGITAL DISK PUBLISHING

There is no shortage of disk magazines for the Amiga, but most of these are biased towards the demo scene. This isn't necessarily a problem, but it does leave the serious Amiga user in the dark. Fortunately for serious users, there is Digital Disk, which is currently up to issue five. It's mostly based around reviews, and this issue includes pieces on *Final Writer, Frontier: Elite 2* and the Second Future Entertainment Show.

There are also several short stories and a series of discussions on subjects such as the future of the Amiga. None of the articles are as well written as those in *Amiga Format*, but, hey, what do you expect? Despite this, they are interesting. *Digital Disk* is put together in a similar fashion to the *Grapevine* disk mag, with a menu bar at the bottom of the page for moving around the magazine. Each issue costs £2.50 direct from the authors.

TOM'S STORY BOOK

EDUC

KEW II A1073

Tom's Story Book takes a slightly different approach to most educational packages. Instead of sitting your children in front of the Amiga and leaving them to their own devices, this program is designed to act as a source for you to work alongside the young 'uns.

It's basically a hyperbook collection of stories and songs, which you can use as a way to help your children read or learn things such as songs and extremely bad jokes. It has to be said that *Tom's Story Book* is not particularly visually exciting, with just the text on a coloured background on most of the screens.

However, it is a good source of stories and other bits and pieces of information to entertain your offspring and, hopefully, educate them without them realising. The PD version has a limited number of stories, and the full version costs £5.

TOME OF MYTHS

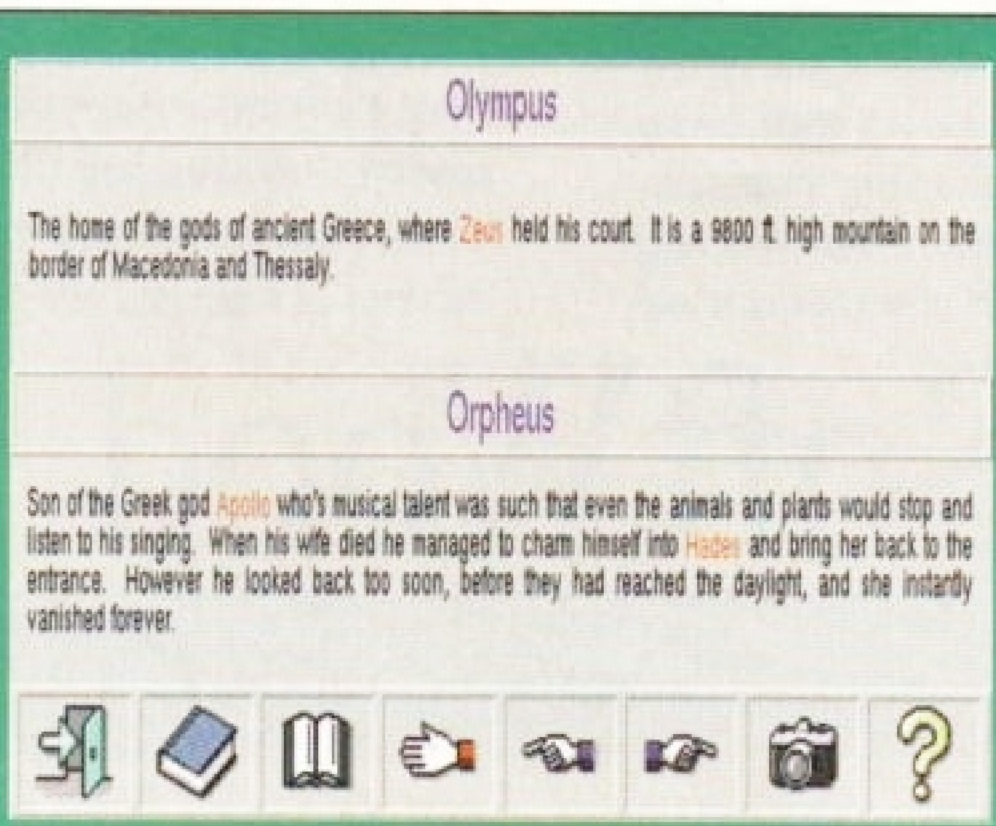
EDUC

L. HAYES

Although some newer religions have had a good go at eliminating old beliefs, many of them still survive in the forms of myths and legends. This three-disk set provides a hypertext index of these, which is broken down into three sections: Classical Mythology (which concentrates on the Greeks and Romans), Folklore (which covers all manner of subjects including vampires, and incubi) and Tolkien (a collection of *Lord of the Rings*-related myths).

The hypertext system means that you can access a specific topic by clicking on any of the names indicated in red. For instance, the entry on Atlas has three highlighted names in it: Titans, Zeus and Hercules. Clicking on any of these takes you to the relevant entries.

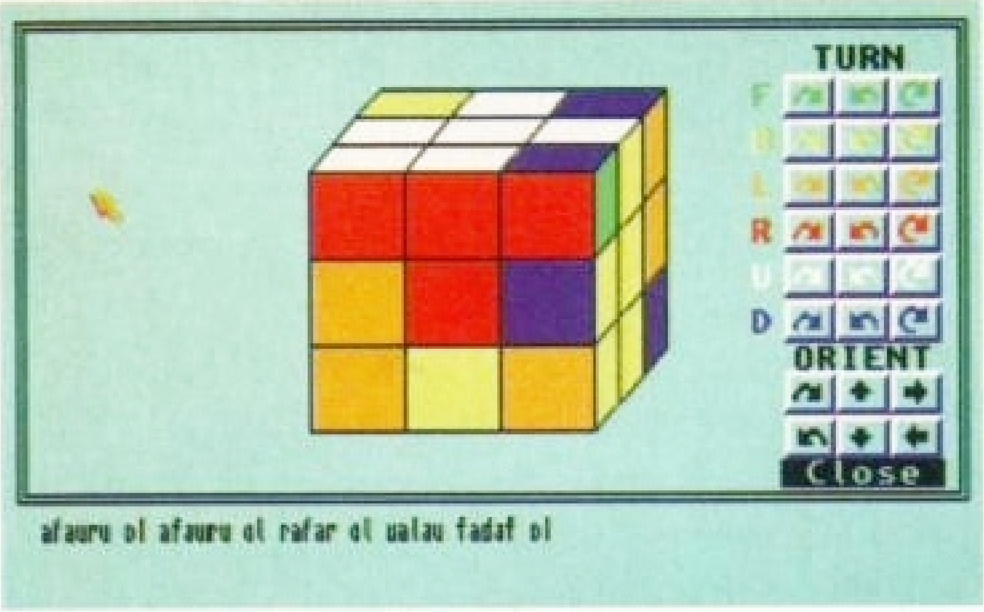
It's all very well put together, but many of the entries have a somewhat medieval feel to them, particularly the ones dealing with witches and the like. Many of the entries don't give you the alternatives (such as the various ideas about the parentage of Merlin), but overall it's well researched. The full version costs £4 direct from the author, but a Shareware version with just the Classical section should be available from any good PD company.



Poor old Orpheus. There's definitely a moral in there somewhere, but I can't think what it is...



Many of the entries are accompanied by illustrations, which have been scanned from a variety of sources.



Remember the frustrating multi-coloured cube? Now you can get your Amiga to do the hard work with *Cube*.

ASSASSINS GAME DISK 144

GAME

PD SOFT ASS144

The Assassins collection is still going strong and disk number 144 contains four games: *Brainshave, Rejection Nibble,* and *Cube.*

Brainshave is a simple, but absolutely compelling, game which involves clearing coloured blocks from a maze. Gravity drags the blocks to the bottom of the maze, and they only disappear when you get two adjacent ones of the same colour. So, a fair amount of planning is required. Another variant of *Brainshave* is included in which the blocks slide until they hit a wall, so you have to watch out for the corners.

The second game is *Rejection*, which is best described as a magnetic version of blow football. You (or the Amiga) control one of two magnetic pucks which can be used to hit a metal ball. This is a rather difficult method of controlling the ball, but you do get used to it.

Nibble is a maze variant of *Megaworm*, the light cycles game on the Coverdisk of *AF*52 and the final game, *Cube*, is a Rubik's cube simulator. The multi-coloured cube caused innumerable schoolchildren to rip out their hair in frustration, and it's far too complicated to explain here. Plus, I could never solve it. Fortunately, this program contains a very efficient algorithm for solving the cube, so you can fool your friends into thinking you are a genius by solving it in seconds.


VChess can either run on the Workbench screen, or its own screen, which can be any resolution you desire.

VCHESS

GAME

FTP.LUTH.SE

The Amiga has never been as well blessed as the PC in terms of chess games, so its good to see this excellent new game from Stefan Salewski. It not only plays a mean game of chess, but also has various options such as saving a game or loading in a game from a text file.

This means that you could replay classic games and analyse how they may have been altered by different moves at critical points. The whole thing is configurable, so you can determine what windows you want open, and you can even save out your best games to savour at a later date. Included are several games and 138 openings, and you can add your own to this list.

The level of the Amiga-controlled player is set by varying the maximum amount of time you allow it to think, and with a long time it does play a very ferocious game. You can also set up a position and set the Amiga to solve it for check mate, so it could be useful for solving those chess competitions in the newspapers.

This game was originally downloaded from the FTP server FTP.LUTH.SE. Anybody with access to the internet should be able to access this. By the time you read this, it should also be available from many PD companies. It's also on this month's Subscribers' Superdisk.


Channel Z stores readers' art, such as this charming portrait, in JPEG files so they can get a lot on two disks.

CHANNEL Z

MAG

NBS MAG 13

New disk magazines are appearing at a fair old rate, and this is the third copy of *Channel Z*. It comes on two disks and is for AGA machines only. It includes several sections, with reviews of commercial games and PD releases, readers' art and a few utilities. The authors have taken the sound move of holding all the art in JPEG files, so they can pack quite a lot on to the two disks.

The only problem with this is that they can take up to a minute to appear on screen, because you have to decompress them each time you view them. It's not as easy to get into or as packed as *Grapevine*, but it's a good magazine nonetheless, and it's extremely good to see Amiga users producing magazines such as this.

DITHELL IN SPACE

GAME

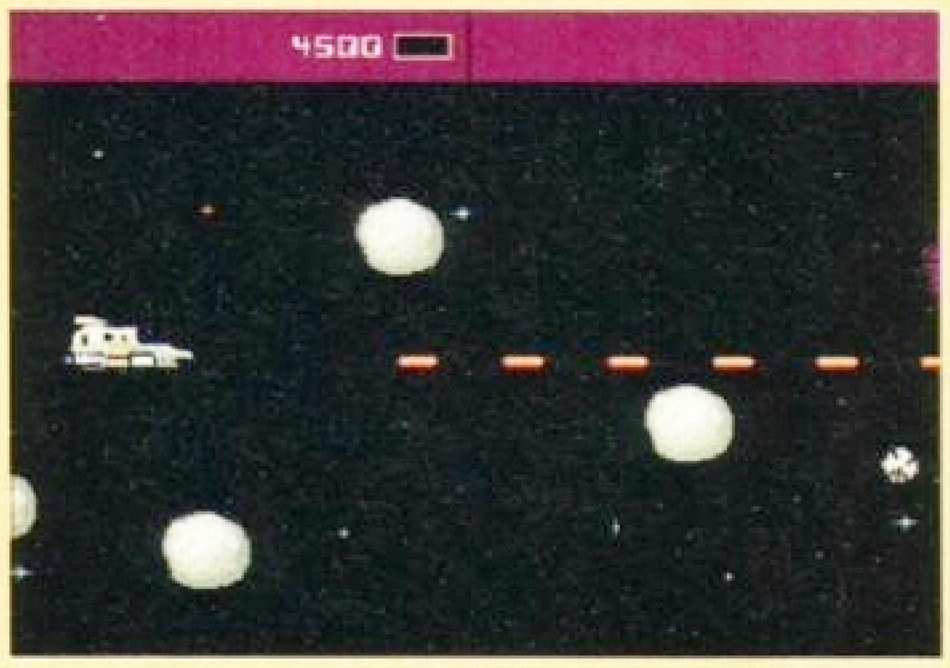
DARREN ITHELL


Run, jump, shoot, jump, and then shoot, run, and jump a bit, ... I'm sure you get the general idea.

Not only are those nasty aliens invading the universe again, but they are also mating with our fruit! This simply isn't on, so the galactic high commands (or some other bunch of self righteous twits) have decided to send you, the hunky and intergalactically-renowned commander Dithell, to sort things out.

In other words this is a platform game where you have to run around shooting things and picking up bonuses. This isn't the full story, though. In between levels there are several horizontally scrolling sections such as asteroid shooting and creature bashing.

The full version will cost you a very reasonable £3.99 direct from the author, and there is also a PD version available. The PD *Dithell In Space* has 10 levels (compared to the 70 or so on the full version).


Get through the first level and try a bit of asteroid blasting, if that's the sort of thing you fancy.

TOP 10 GAMES & UTILITIES

Every month, we peruse the best-seller lists of a prominent PD company. This month, it's the turn of:

SCRIBBLE PD 0473 652588

1 – MagicWB	U211	6 – Pacman 92	G012
2 – Reorg 3.11	U088	7 – PowerData	U238
3 – Scribble Office	U022	8 – Action Replay IV	U220
4 – VMorph	U110	9 – 600 Business Letters	U012
5 – Spectrum Emulator	U195	10 – Premiere Picks	G064

WHERE TO GET THE DISKS IN THIS ISSUE

L HAYES: 41 Springfield Road, Scartho, Grimsby S Humberside, DN33 3JG

17 BIT SOFTWARE: 1st Floor offices, 2/8 Market Street Wakefield, WF1 1DH 0924 366982

DARREN ITHELL: 36 Portia Avenue,Bebbington, Wirral, Merseyside L63 5LF

DIGITAL DISK PUBLISHING: 70 Donald Drive, Chadwell Heath, Romford, Essex RM6 5DU

KEW II: PO Box 672, S Croydon, Surrey, CR2 9YS

NBS: 1 Chain Lane, Newport IW, PO30 5QA

PD SOFT: 1 Bryant Ave, Southend-on-Sea, Essex SS1 2YD 0702 466933

Express Pd

EXPRESS PD, Dept AF, Magazine Business Centre,
11 Newarke Street, Leicester, LE1 5SS.
Tel (0533) 559711 Fax (0533) 490118 Mon-Fri 8.30am to 5pm

AMIGA PUBLIC DOMAIN AND SHAREWARE SOFTWARE

- A0556 French A1200 Demo - 1st place in France
- A0558 The AD (3) (P) (Y) - 3 Meg space animation
- A0470 Quality Time (4) (P) (Y) - 5 Meg Eric Anim Good!
- U1217 Text Engine V4.1 (P) (Y) - Latest version, best got better!
- A0488 Technologic Death (P) (NY) - Similar to Jesus on E's
- P0508 Gush! (P) (Y) - Pipeline Clone 1 Meg required
- P0391 Doodem (P) (Y) - Collect all dots
- U1152 Octamed V2 (P) (Y) - 8 Channel Sequencer
- A0506 Demon Download (2) (P) - Silent Production
- A0504 Sanity World of Commodore (P) (Y) - 2 parts, very good enjoy!
- U1129 New WB3 + Superkillers (WB3+) - Virus Killer for A1200
- U1082 RSI Demomaker + - Fixed version to work on WB2/WB3
- U1179 X-Beat Sequencer (P) (Y) - Drum Sequencer
- P0478 Road to Hell (P) (Y) - 2 Meg overhead Driving game
- A0030 Hardwired (2) (P) (NY) - Classics demo by Silents
- A0072 Odyssey (5) (P) (NY) - 23 minutes 3D Space Demo, stunning
- U1183 Copiers Unlimited (P) (Y) - Includes D-Copy V3.1 and others
- P0485 Dinowarp (P) (Y) - Trivia game
- P0488 Exit 13 (P) (Y) - Good puzzle game
- U1208 Code Mangus (WB2+) - Driving Test/Tester!
- A0473 Lethal Exit (P) (Y) - Good Vector demo with good music and graphics
- P0420 18th Hole Golf (2) (P) (Y) - Golf Game
- P0484 Intense (P)(Y) - Overhead blasting like Alien Breed
- P0509 Star Trek Nest Gen Trivia (2) (P) (Y) - Trivia game.
- U1136 Disk Manager V3 (P) (Y) - Like Dopus/Sid
- U0076 Messysid V2 (P) (Y) - Transfer PC Files to Amiga Dos disk
- U0097 Sid V2 (P) (Y) - Forget the CLI use this!
- G0148 Ham 8 Pics 1 - AGA Slides!
- G0149 Ham 8 Pics 2 - AGA 3D Slides!
- U1190 RD Prep Program - Format/Prep your hard drive, good for A1200!
- U1212 Easycalc+ (W2+) - Best spreadsheet on the Amiga
- G0165 Akira Pics 2 (P) (Y) - More Manga pics
- M0182 Andromeda Mirror (2) (P) (Y) - Very decent music disk
- A0555 Sanity Interference (P) (Y) - Their demos are getting better and better
- U0311 PC Task V2.03 - AGA PC Emulator
- P0414 Klondike AGA (3)
- T0145 Motorola Invaders 2 (2) - A space invader clone
- A0585 Boundless Void (P) (NY) - Another Interesting Demo!
- P0466 Slamball (P) (Y) - Futuristic Management
- U1031 The Engineers Kit (P) (Y) - Diagnostic Software
- P0205 Oblivion (P) (NY) - Defender/Starbase Clone
- U1163 Ming Shu (P) (Y) - Chinese Astrogical Program
- U1159 Parnet Set Up (2) (P) (Y) - Just need cable, includes diagrams
- U1181 Catalogue 3 (P) (Y) - Musical Database
- P0419 Strikeball (P) (Y) - Very good baseball game!
- P0507 Starbase 13 (2) (P) (Y) - Graphical Adventure game!
- U1146 American Football (2) (P) (Y) - Info/Rules on game
- U1027 Canon Print Studio (P) (Y) - Cut down version for Canon printers
- U1125 Excel Database (P) (Y) - Database Program
- P0440 LCD Dreams (P) - 4 LCD hand games converted
- P0461 Alien Bash (P) - Like Alien Breed, get bashing!
- U1226 Astro 22 (P) (Y) - Astronomy program
- P0358 Cash Fruit (P) - Fruit Machine game
- U1108 Octamed Samples (P) (Y) - Samples for Octamed
- U1222 Octamed Tutor (P) (Y) - Help Disk
- U1182 Communicate (P) (Y) - Sign/8 different language tutor eg Flag/Morse
- U1198 Tele Titlers 2 (P) (Y) - Titling Software
- U0667 Pool Tools 2 (P) (Y) - Win the Pools!
- A0505 Alchemy Rage (2) (P) (NY) - 3D Demo good effects
- G0166 Manga A1200 slides (4) - Great Stuff
- P0494 Fatal Mission 2 (P) (Y) - Shoot em up game
- P0486 Trust Duel (P) (Y) - Gravity, Control Spaceship
- U0989 ASI A1200 Fix disk - Good for A1200 includes, 1.3 Fakefast, Degradable etc
- U1132 A1200 WB hacks - Loads of useful hacks for A1200 users
- U0970 A1200 WB Screens - AGA WB Screens
- U0959 Sleepless Nights - Utils for A1200 users
- M042 LSD Jesus on E's (2) (P) (Y) - 2 drives required, 27 minutes of stunning graphics and sound!
- A0525 Spaceballs Unknown - Destination (P) (Y) 3 demos short, but good
- U1076 Audio Magic 4 (P) (Y) - Loads of music programs
- G0123 Akira X Men pics (P) (Y) - Manga pics in Hi-Res
- M0383 Mirage Subliminal (2) - A1200 only, fab great rave, get it!
- P502 Necessary Roughness (2) (P) (Y) - American Football game
- P0491 Mr Men Olympics (2) (P) (Y) - Decathlon Game
- A0580 Last Stand on Hoth (4) (P) (Y) - 3 Meg Anim Wicked!
- U1195 ASI Back to School 2 (P) (Y) - Education programs
- A0545 Fairlight 242 (NP) (Y) - Digitised video type demo, stunning effects
- M040 LSD Total Kaos (2) (P) (Y) - Mega rave mix, 35 minutes long
- U1046 Lemmings 2HD Installer (P) (Y) - Install Lemming 2 onto your hard drive!
- M0346 A-Z C64 Tunes (4) (P) (Y) - All the classic tunes.
- U1080 Grapevine Issue 17 (3) (P) (Y) - mega disk mag for the Amiga
- A0501 Wicked Sensation (2) (P) (Y) - Released at W.C. Show
- U0681 Spectrum Emulator V1.7 (P) (Y) - Works better under WB2/WB3
- A0495 How to Skin a Cat (P) (Y) - Yes, melon demo get it!
- A0276 Kefrens Desert Dream (2) (P) (Y) - One of the best demos for the Amiga
- A0154 Spaceballs S.O.A (P) (Y) - Get this demo to see how good your Amiga is!
- M357 Infect Earwig (P) (Y) - Music disk, loads of music to select
- U0166 C-Manuals V3 (12) (P) (Y) - Learn to code in C!
- U0094 North C V1.3 (2) (P) (Y) - C Compiler
- U1063 Tool Manager V2.1 (2) (WB2+) - Requires hard drive
- P0405 Space Invasion (P) (Y) - New Space Invader Clone
- P0397 Talisman (2) (P) (Y) - 2 Meg Adventure game
- P0417 Pacman Returns (P) (Y) - Pacman is back!
- U1006 A1200 AGA Software 1 - Various utils for AGA machines
- U1007 A1200 AGA Software 2 - Various utils for AGA machines
- U1008 A1200 AGA Software 3 - Various utils for AGA machines
- A0481 Team Hoi - A1200 1st Demo
- A0500 Mindwarp Planet Groove - A1200 Demo, good music
- A0557 Panta Rhei - A1200 Demo, 3D Fractal effects
- U0958 Winblen - A1200 Fractal generator
- P0224 A1200 Giger Tetris - Tetris game
- G0112 Cynostic AGA Slideshow A1200 only
- P0473 U-Chess - AGA 4 Meg Chess game!
- G0169 The Magic Slideshow - A1200 SciFi slides
- G0170 The Magic Slideshow 2 - A1200 AGA Slides
- A0583 Chromagic AGA Demo - Music Demo

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TOP 100 PD GAMES
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Virus Checker V6.33	Bio Mechanoid Symphony No1 AGA
Vivid Abstrax Pig AGA Demo	Xanadu A1200 Demo
Excellent Cards & Mancala	Smells Like Chanel No 5 A1200 only
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A1200 PACK (A1200 ONLY) — 3 DISKS £3.30
All of the essential software for your A1200! Includes: Fake Fast MEM, A1200 Run, Degrader, Sysinfo, Viewtek, Plasma, Winblend, Kill AGA, Tetris.AGA and more! Also includes the stunning Lyapunovia.AGA create wonderful patterns and pictures with full AGA support!

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All of the best games in the style of Sonic and Mario Bros. If you like those games then you'll love these ! Includes: Wizzys Quest, Wonderland, Wibblysiddy, Doody, Crazy Sue II, Roach Motel, Son of Blagger and More !!

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- U4028 (P) Printer Drivers (Over 100 - Most Star + Citizen models including colour and HP500C!)
- U4036 (WB 2/3 only) Kick 1.3 (lets you use WB1.3 software
- U4038 (P) DPaint tutor (easy route to Pro Graphics)
- U4043 (P) Superdark (New screen blanker)
- U4054 (P) Disk Manager III (the finest disk catalogue prog)
- U4057 (P) Engineers Kit (A health check for your Amiga!)
- U4065 (P) Pools Wizard (Bang up to date forecaster)
- U4068 (P) Spectrum Emulator V1.7 (Works Immediately!)
- U4075 (P) Freepaint (Superb Paint Program)
- U4078(P) Spectrum Games (More games for the emulator - great!)
- U4079(P) Menumaster III (Best floppy menu maker)
- U4080 (A1200 only) ASI fix disk 2 (New A1200 utils)
- U4082 (A1200 only) HDPREP (A1200 Hard Disk Installer)
- U4084(P) CGFONTS (9 New Compugraphics fonts)
- U4085(P) Clipart (65 pics of Aircraft 20 of space)
- U4086(P) Clipart (45 Fancy borders - V.Good!)
- U4087(P) Clipart (149 General Symbols)
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- G6042 (P) Super Pacman 92 (the best ever)
- G6051 (P) Bridge (Card game - A1200 version included)
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- G6056 (P) Cash Fruit (probably the best fruit machine ever!)
- G6064 (P) Solitaire Sampler (5 Full Versions of the Card Game !)
- G6066 (P) (2 Disks) 18th hole (The best golf game available !)
- G6073 (P) Megaball 2.1 (Latest Breakout - V.Good!)
- G6074 (WB3 only) (2 disks) Motorola Invaders (AGA Space Invaders)
- G6077(P) Road to Hell (Excellent racing game)

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- C712 (P) Colour Pad (New colouring book for youngsters)
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- C729 (P) Counting Fun (4+, sums practice)
- C730 (P) Wizzys Quest (Wizard, Damsel + Monsters, great game!)
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D140 (A1200 only) Point of sale (A Jaw Dropping show for the A1200)

DESKTOP VIDEO PACK 2 (P) (100%) 4 DISKS — £4.20
Probably our best pack yet! Provides everything to start you off in video. S Movie for Smooth scrolling titles using any font of any size: Showiz for slideshows with loads of wipes and fades: A-Graph for business videos: Shadow Maker to add shadows and smooth any font: Video Librarian: Video Tools: Video Tests: Loads of fonts and more!!

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PD Special

In this month's PD special, we answer one of the most frequently asked questions about PD: how do I go about setting up a PD library?

WE RECENTLY RECEIVED a letter from a young chap by the name of Gregory Crocombe who asked about setting up a PD library. We are frequently asked about this, so here are the answers to Gregory's questions.

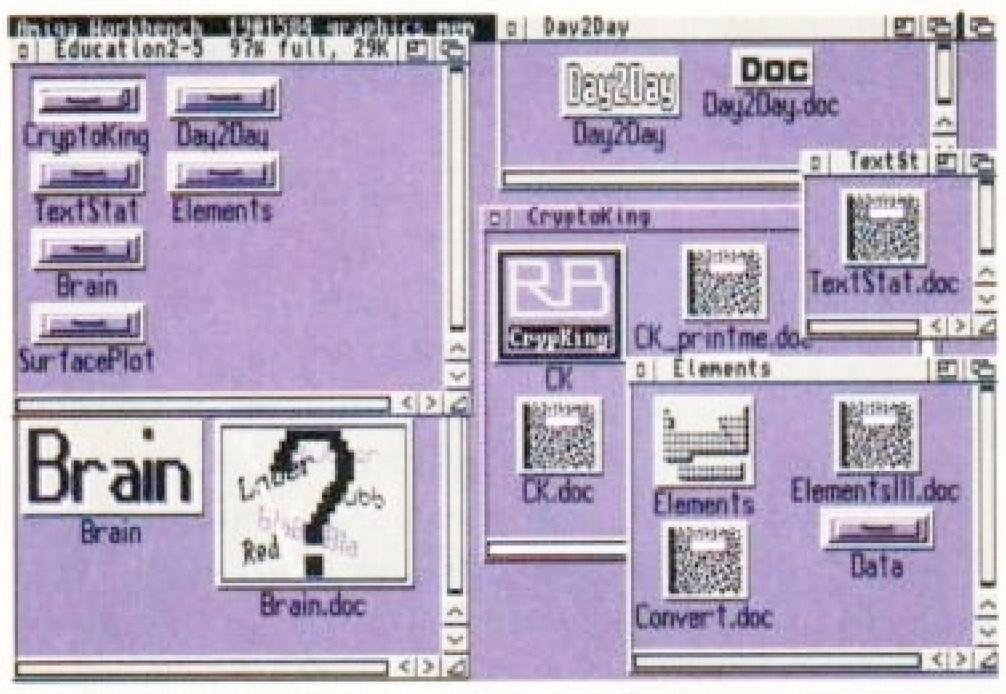
Q What is a PD library?

A A PD library is an organisation which duplicates Public Domain disks. This can be anything from a single person duplicating disks on a humble A500 in their back bedroom to a big company such as 17 Bit or PDSoft who work from offices and employ several staff.

Q What is the best way to go about setting up a PD library?

A All you need to do is get hold of a few disks and start copying. A good beginning for any aspiring PD library would be the 17 Bit collection, which comprises nearly every disk in the formidable 17 Bit software collection on three CDs. Prominent PD company PDSoft started out as a one-man operation running from a back bedroom, but now has several employees.

Bear in mind that there is a lot of competition in the PD library business, so if you want to be successful, you will have to have something to distinguish your library from the many others. The best way to do this is to offer something that the others don't have, so think about making up your own collections of disks on specific themes such as hard disk tools or AGA utilities, or your own home-grown samples and pictures.



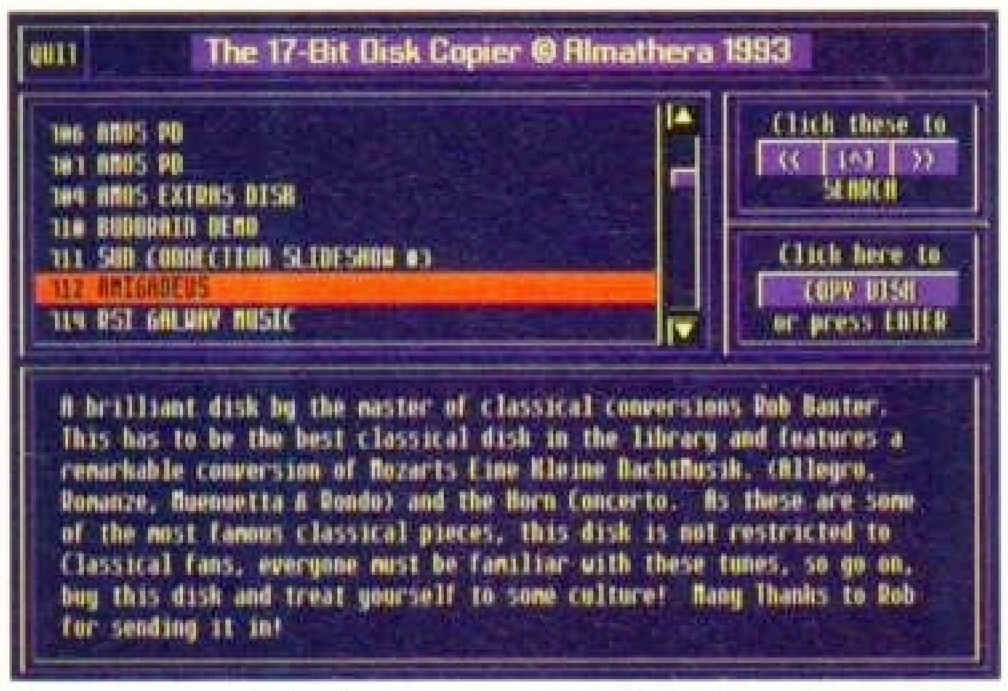
To make an impact in the PD world, try offering something different such as Anglia PD's educational pack.

Q Where is the best place to get games for my PD library?

A Many PD libraries will give you a bulk discount if you buy a large number of disks at once, so you might want to think about buying in bulk to get things moving. Alternatively, you could use your own personal collection of PD disks as the basis of your library. You should also make sure that your disks are up-to-date by getting on line, because Bulletin Boards are usually the first place that new games and utilities appear.

Q Do I need a licence?

A No. There is nothing to stop anybody setting up a PD library, but you should be aware of the implications for paying tax and even a business rent on your premises if the library is a blinding success. To stay on the right side of the Inland Revenue, contact your local tax office for details of exactly where you stand.



If you want a lot of PD programs without all those disks, the 17 Bit CD collection is worth considering.



An essential addition to any PD library is the excellent Assassins games disk collection.

Q Do I have to be over a certain age limit before I can set up a PD library?

A Once again, the only possible problem is in terms of tax and National Insurance. If you are only planning to run the library as a spare time hobby, there is no age limit.

Q How would people get to know about my library?

A There are a variety of ways, the cheapest of which is by word of mouth. Tell everybody you know who owns an Amiga that you are supplying PD disks. You should also consider advertising in the *Amiga Format* classified section. Advertising will make a big difference, because it's the best way to make your library known.

Q Do I need any special equipment?

A To begin with, no, you don't need to invest in any specialist equipment. You could duplicate disks on your Amiga, or get hold of a product such as *XCopy* which can copy disks faster than AmigaDOS. If your library is successful, you will probably want to invest in a commercial disk duplicator, because a lot of your valuable time will be spent sitting around waiting for disks to duplicate. A commercial duplicating machine will copy a disk in a few seconds, but it will cost you a few quid (in fact about £2,000).

It would also be worthwhile setting up a database of all your disks, so that you can quickly find a specific program when a customer rings up and asks for it.

PUBLIC DOMAIN JARGON BUSTED

The world of Public Domain is full of confusing terms and names. At Amiga Format we aim to demystify this world, so here's our easy guide to common PD terms and names.

PUBLIC DOMAIN – Any software which is in the Public Domain (PD) can be copied and distributed by anybody, as long as no money beyond the cost of the disk changes hands. There are many companies that sell PD who advertise in *AF*, so read through the adverts in the following pages. Many PD companies will make up collections of programs with a specific theme or purpose, so if you need a certain type of program, check the adverts and phone around. You are also allowed to make copies of PD disks and distribute them to friends, again as long as you're not making a profit.

SHAREWARE – This means that the freely distributable version on the disk is disabled in some way, and the full version is obtainable by sending a small sum to the author. Some people distribute the full version, but with the proviso that if you use the program regularly, you should send them a small registration fee.

LICENCEWARE – This is somewhere between PD and commercial programs, in that you are not allowed to distribute them, but they don't cost very much. A Licenceware disk should cost you less than £5, but as a rule the quality of the programs is much higher than many PD programs.

FREEWARE – With Freeware, there are no restrictions, and you can copy it as many times as you like, and pass it on to friends or upload it to Bulletin Boards.

Let his fingers do the walking. Sarnies in his knapsack, packet of mints in his pocket, our intrepid Stephen Bradley has been questing in the far-flung regions of the PD Demo Zone. Read his invective on vectors and his ravings on robots.





So what do you do when the *Hypnosis* disk arrives? Dance around your bedroom or go and watch the telly?

HYPNOSIS AGA

DEMO

JORVIK PD DM0204

Kicking in like a Bond girl on Aspirins, *Hypnosis* thumps to a throbbing rave beat which is strangely enjoyable even to the most devout Perry Como fan. And after the recent Brussels summit, where a law was passed making it compulsory to have the word 'Techno' flashing on the screen in rave demos, *Hypnosis* successfully integrates the EC rule with some excellent images of upward scrolling skies and silhouettes of dancers and bears (was it Yogi Bear that said: "a rinky dinky..."? Oh, never mind). Certainly better than average.

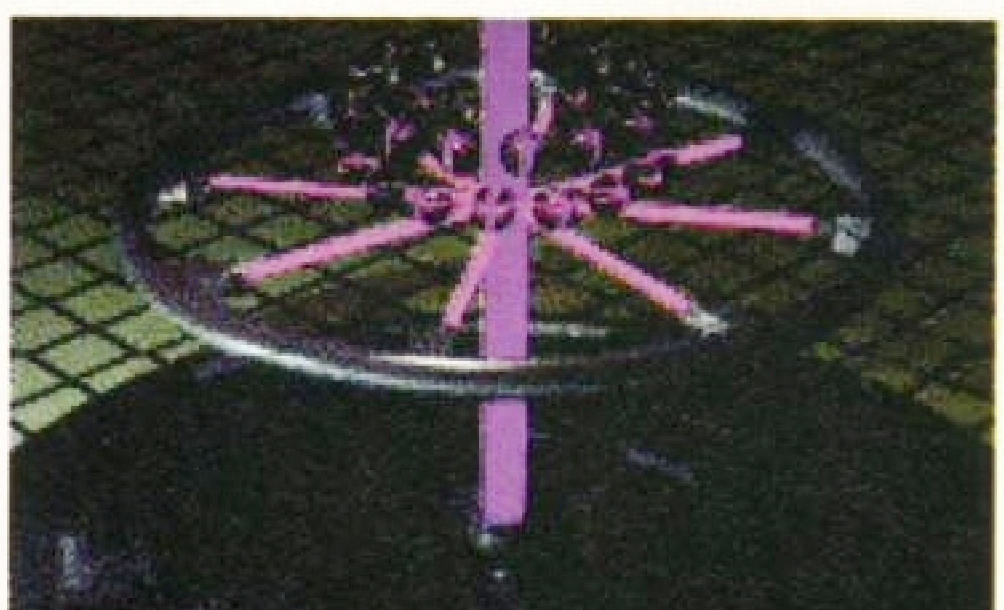
ALUMINIUM

DEMO

JORVIK PD DM0208

Vectors aren't the most exciting things in the world. We're not talking Ferraris or lager here. But when they're done well, you *can* enjoy them. "Now *there's* a vector," is perhaps a comment you could make. *Aluminium* positively ripples with them, and one even has its own news page, *Guiness* (presumably *Guinness*) *News* which proclaims on April 24, 1993 that this particular fellow has 102 light-sourced faces. And who am I to argue? Also included is a ray-traced anim (though it doesn't do much, or go anywhere) which looks a bit like the inner workings of a watch. Or something.

Short and sweet, and bland music to boot.



Rendered in *Imagine 2*, this, whatever it may be, is the undoubted high point of the *Aluminium* demo.



Ray World – is this the work of a disturbed mind, or merely a random collection of unusual images?

RAY WORLD AGA

DEMO

CYNOSTIC PD D0578

It must be said that quite what this is all about remains something of a mystery, if indeed it's about anything at all.

A robot wanders through various scenes including a park and what appears to be a bar. Visually *Ray World AGA* is amazing. Interspersed are some of the now seemingly mandatory images of naked women. (Don't ask me why, I'm only the reviewer.) This is kind of a shame because the rest looks excellent. Oh, and a cube á la Rubik turns up at one point.

The music has a pounding beat and an oddly urgent quality which complements the visuals nicely. Quirky, but worth a look.



Here is Spaceballs' eagerly-anticipated follow-up to *State of the Art*, and *Nine Fingers* delivers the goods.

NINE FINGERS

DEMO

VISAGE PD D257

Spaceballs brought you *State of the Art* and now they're giving you *Nine Fingers*. Charming eh? And if one finger is good enough to eat then nine are a positive feast. Put together by lots of people who all seem to be called Hanson, this is a demo from the top drawer with a funky tune and some wicked (that's the right word isn't it?) visual effects – folk in checked shirts raving and Chinese writing. Well worth viewing.

ARTE

DEMO

TELESCAN

Like running through a hotel corridor with Chic playing at an unreasonably loud level is perhaps the only way to describe the intro to this demo.

There's plenty of movement, some rather pleasant dotscapes and kaleidoscope effects interspersed with odd stills – one is an image of Einstein. A long demo with a whole pile of effects, far too numerous to mention. You could do much worse than take a peek.

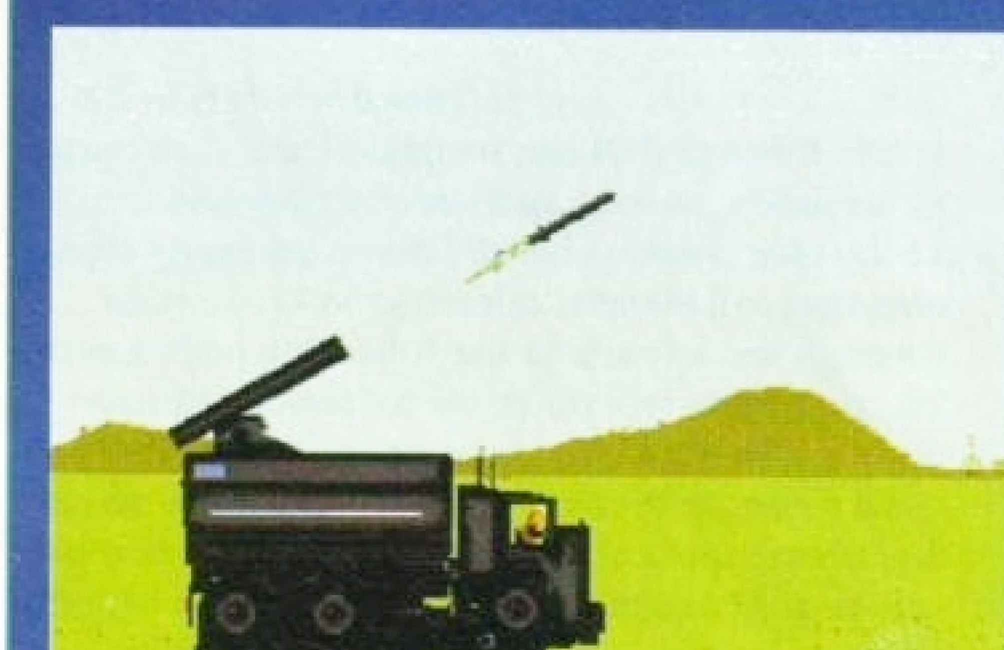
ATTACK

ANIM

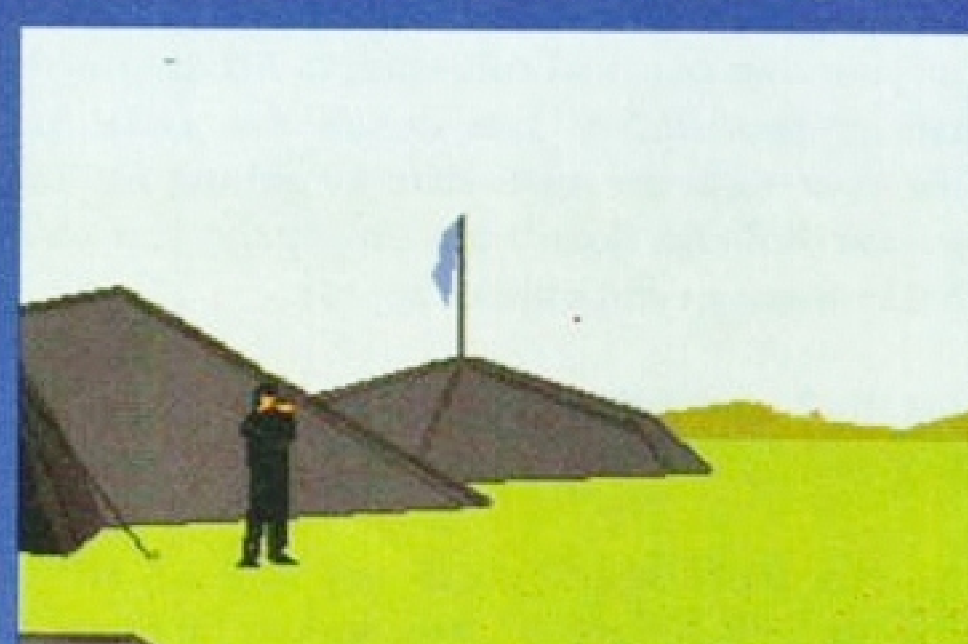
TELESCAN

Back by popular demand, Paul Henderson, the man who introduced the world to *Suicide Man* mellows sufficiently to produce the quaintly monikered *Attack*, which involves an aeroplane, a missile launcher and a bloke with binoculars and a gun.

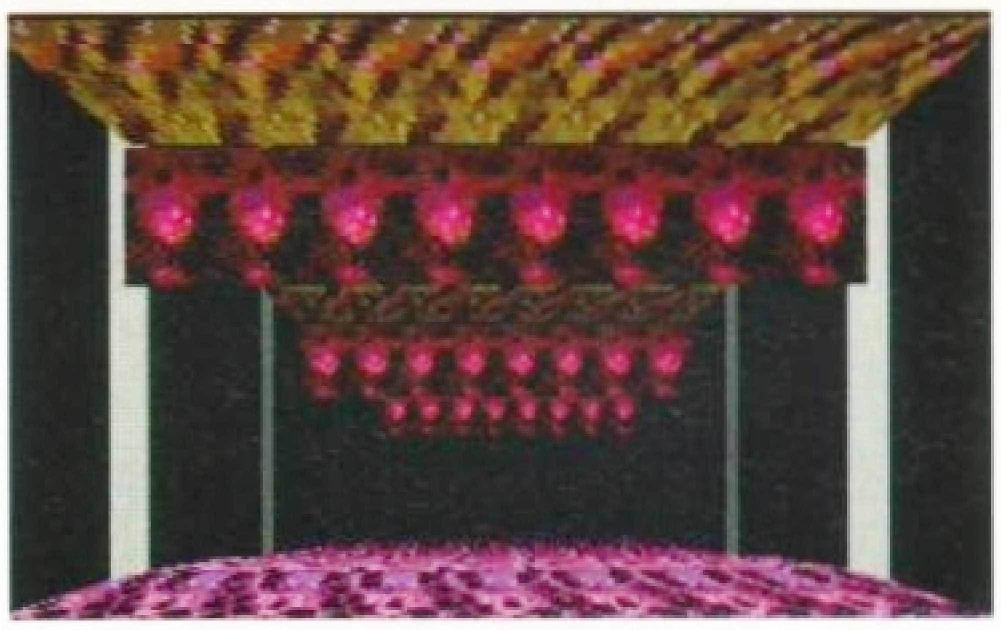
In true Henderson style, everyone ends up pasted. A stealthy fighter craft is attacking a base



You're fired! The missile launcher has two attempts at shooting the plane before it gets blown up itself.



"Well, after the Milk Tray adverts, the work wasn't exactly flooding in – you take anything you can get".



Telescan's *Arte* – a similar experience to running along a hotel corridor listening to Good Times? Am I mad?

THE ESSENTIAL COLLECTION 1

DEMO

VISAGE PD TEC001



When Steed and Purdey wandered along the Kings Road, Chelsea in 1968, this is the view folk saw.

This is essentially a collection of 13 short intros to demos. Looking for a few examples? You could do little better than view this mixed basket.

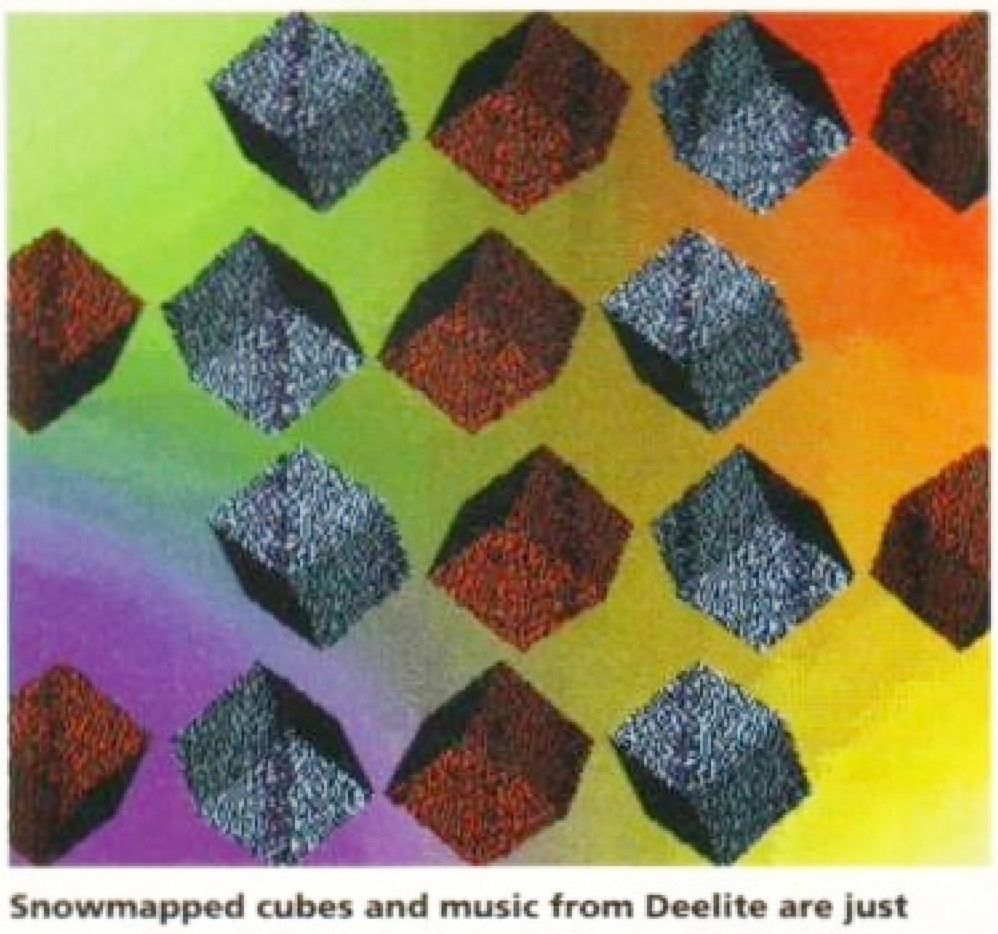
Cocaine features snowmapped cubes and Beavis and Butthead headbanging while *Trashcan* is as dull as our current beloved Prime Minister, and the *Melon* demo is like The Avengers on acid – quite fantastic; worth getting for the tune alone.

BEYOND BELIEF AGA

DEMO

TELESCAN

Wow! A demo that isn't backed by a rave track. In fact, it could almost be a Shakatak tune, although it's credited to Deelite. There are some nice snowmapped effects here and decent use of colour with a fractal section where the words 'Intel outside' are zoomed through to quite marvellous effect. Beyond Belief AGA is rather short, and a tad random, but reasonably good.



Snowmapped cubes and music from Deelite are just some of the delights in the odd *Beyond Belief* demo.



Emptyhead comp for an *AF* badge. Who said: "Take a tip from the fishes, don't bite unless the bait's good"?

EMPTYHEAD

DEMO

CHOICE SOFTWARE

Strong on dots, vector and bass guitar, this AGA demo from Rednex fails to inspire. The reasonable effects are interspersed with some fairly useless text interludes you either don't get time to read or can't understand. Still, the fishes and the aeroplane are entertaining. Almost.

FULL MOON

DEMO

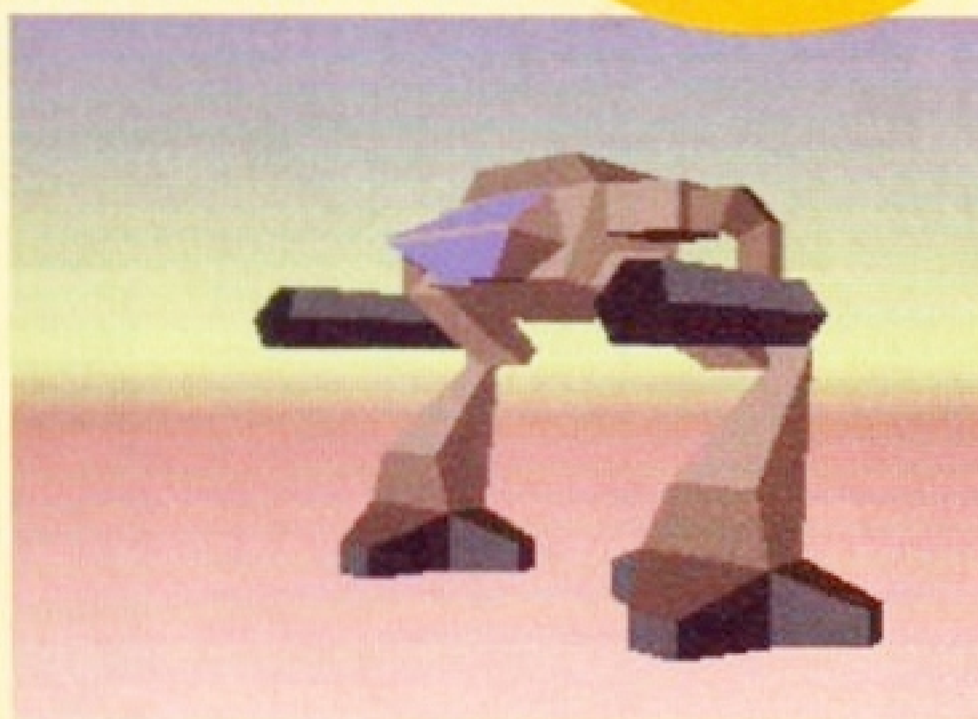
VISAGE D261

Despite a promising backing track, the various fractals, dots, and vectors don't add up. The obligatory drawing of a semi-naked woman is included, but *Full Moon AGA* disappoints.

ORIGIN AGA

DEMO

CHOICE SOFTWARE



Next week on *Blue Peter*, Lily will be showing you how to make this robot out of a Cornflakes packet.

A young robot searching, searching, searching. But what for? Perhaps the bloke down the pub knows? A visual delight with a scorching backing track, *Origin* seems to have some sort of narrative thread (a robot going underground and getting into a jam – boom, boom) until a psychedelic woman appears with flowers in her hair – a dream sequence? You won't rave to this in your bedroom but you might sit down and watch it with your Grandma (not).



Robots, ladies with pink flowers in their hair; it can only add up to one thing – 17.



And out of the *Full Moon* fire came the illegitimate offspring of none other than... the sylph-like Mr Blobby.

but finds an equal quarry, not in the missile launcher, but the bloke from the Milk Tray adverts with his rocket gun. With the volume turned up, this sounds great and is an excellent addition to the Henderson kid's collection.



Isn't that the silhouette of the driver hanging out of the shattered windscreen, limbs at all angles? Good.

TOP 10 DEMOS

Every month, we peruse the best seller lists of a prominent PD company. This month, it's the turn of:

VISAGE COMPUTING PD

1. Spaceballs, Nine Fingers D257
2. Complex, Origin AGA D259
3. Virtual Dreams, Full Moon AGA D261
4. The Essential Collection No 1 TEC001
5. Rage, Maximum Overdrive AGA D248
6. Fairlight, 242 D200
7. Pygmy, Extension D204
8. LSD, Jesus On E's AGA fixed D124
9. Comax,World of Manga AGA A121
10. Rage, Neural Assault D205

WHERE TO GET THE DISKS IN THIS ISSUE

JORVIK PD, 22 Hemlock Avenue, York YO3 9DG, 0904 624637

CYNOSTIC PD, Office 01, New Enterprise Centre, Little Heath Industrial Estate, Old Church Road, Coventry CV6 7NB, 0203 681687

VISAGE PD, 18 Station Road, Ilkeston, Derbyshire DE7 5LD, 0602 444501.

TELESCAN COMPUTER SERVICES, PO Box 1, Thornton-Cleveleys, Lancs FY5 1SH, 0253 829292

CHOICE SOFTWARE, 144 London Road, Highfields, Sheffield S2 4LT, 0742 555894.

United Public Do

Look out for the CLR logo!

The innovators

Most CLR titles ok on A1200!

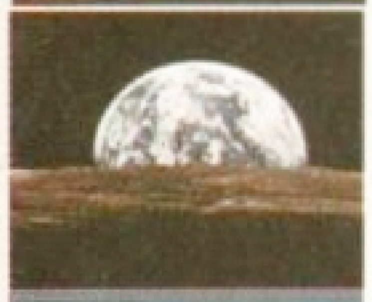
.. The Central Licenseware Register ..

Most CLR titles ok on A1200!

Commercial Quality programs at a PD price!



CLE02 TOTAL CONCEPTS GEOLOGY This title is the second in the series of quality programs by Chris hill, using the GoldDisk Hyperbook system, it will guide you and your children on an interactive guided tour through the incredible world of volcanos, rocks and minerals. Two disks only £4.50. +



CLE03 TOTAL CONCEPTS SOLAR SYSTEM Now our most popular title ! This one invites you to learn all about the solar system, with information on all of the planets & systems with pictures supplied by Nasa, this is a superb educational package for children & adults. This title is so big it is supplied on Three disks and is priced at only £5.50. +



CLE05 A-CHORD So you want become the next Eric Clapton then this is just what you need ! This program will teach you nearly every single guitar chord including fingering techiniques, it will even play the chords using the amigas built in sound chip. A must for every single guitar player beginner and experts alike. Price £3.50 +



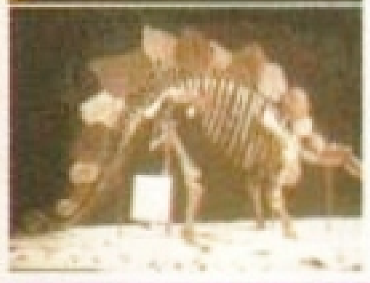
CLE15 FAST FRET By Keith Klatworthy, this program is a guitar scales tutor, the very thing for the budding lead guitarist! Will play the scales through the Amigas sound chip with ajustment of speed for every level of skill required! There are many exercises in many scales so you too can become the next rock legend! Supplied on one disk priced £3.50. +



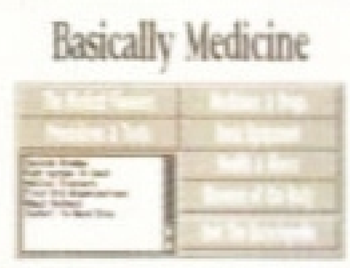
CLE029 PREHISTORIC FUN PACK This is a superb title containing four fun dinosaur games, Dinoslider a tiles puzzle game, Dinosaw is a jigsaw memory game. Snakes & caves is the old favourite snakes & ladders, and Eggstinct is a fun egg collecting game! Will keep the kids amused for ages! 1 disk £3.50.+



CLE035 TOTAL CONCEPTS SOLAR SYSTEM 2 In this sequel to our most popular title, Chris Hill brings you the very latest on the Solar System! All the very latest planetary missions are covered & if you thought the images in TC! Solar System were good wait until you see these 40+ images! This is a must if you have TC! Solar System. Supplied on 3 disks only £5.50.+



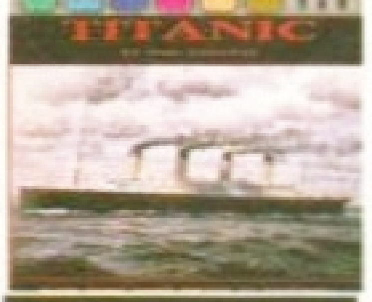
CLE049 TOTAL CONCEPTS DINOSAURS 3 Is the latest TC! to join this exellent series & uses a new layout giving you a dino image & info buttons onevery page! It includes the new superstar of the dino world Velociraptor. If you are at all interested in Dinosaurs this is a must to complete your Dinosaur library!! Over 30 images supplied on 3 disks only £5.50.+



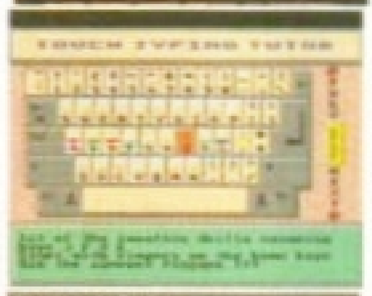
CLE41 BASICALLY MEDICINE A title written by members of the St John's Ambulance brigade, this is a superb title covering Diseases,treatment, Medicine & Drugs, Health & Illness, Basic equipment needed & the medical pioneers who helped create modern Medicine! A really useful title. Comes on two disks 4.50. +



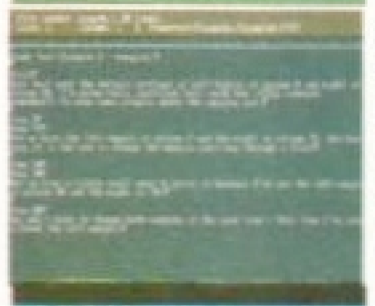
CLE051 PAINT PASTE & DRAW This is a stunning drawing/colouring book, containing lots of background pictures, brushes to paste on, plus editor to design your own , you can even add your own artwork to the picture. A superbly presented program, this one is a must for young children! 1 disk £3.50.+



CLE54 TITANIC Yes, a book covering one of the most famous of all passenger ships The Titanic and its fateful maiden voyage. This title is literally crammed with facts and fligures on one of the most fascinating ships of all time, a ship which was thought to be unsinkable! Comes on 2 disks and is priced at £4.50. +



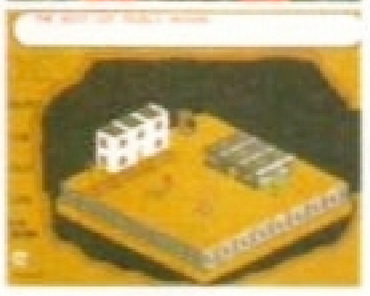
CLU03 TYPING TUTOR A program here now for all you budding office clerks, learning to type can be a real pain, lessons cost a fortune, but not when you have an amiga ! This program will take you step by step through a full typing course, showing where to place your fingers and lots more. Before long you'll be able to type as fast as I can ! Price £3.50 +



CLU032 POWERTEXT 2 This is a superb & powerful wordprocessing program, featuring embedded commands, automatic saving, Mail merging, built in spelling checker, user definable function keys, wordwrapping & much much more! You will probably never need any more than this ! Needs 1 mg of ram. 1 disk £3.50.+



CLG041 F1 RACER This is a very professional game, 3d graphics in a Formula one type vein as viewed from the driving seat. Speed is subject to the speed of your machine (it really zooms on an Amiga 4000!) Lots of fun for anyone who likes driving games with super graphics & sound! Very impressive game . 1 disk £3.50. +



CLG042 CRYSTAL SKULL This was written as a commercial release but was never released! It is a full 3d role playing "Dungeon Master" type game, speak to passers by, kill them, investigate any one of 4 pyramids with all its ghosts & goblins. This will keep up your interest for ages! 1 disk £3.50.+

MORE CLR EDUCATIONAL!

CLE01 TOTAL CONCEPTS DINOSAURS Superb book! 2 disks 4.50+
CLE07 TOTAL CONCEPTS FRESHWATER FISHING 2 disks 4.50 +
CLE08 NIGHT SKY Exellent guide to the stars. 1 disk 3.50. +
CLE09 WORDS & LADDERS Good spelling program. 1 disk 3.50.+
CLE10 BASICALLY AMIGA guide to Amigados! 3 disks 5.50. +
CLE11 LET'S LEARN For children of 5-7 years. 1 disk 3.50. +
CLE12 ALPHABET TEACH spelling program for the kids!1 disk 3.50+
CLE13 HOME BREW Create your own brews! 1 disk 3.50. +
CLE14 TOTAL CONCEPTS ECOLOGY Learn ecology 3 disks 5.50. +
CLE16 KINGS & QUEENS A history lesson! 2 disks 4.50.+
CLE17 THINGAMAJIG An electronic jigsaw, 1 disk 3.50. +
CLE18 WORK & PLAY 3 educational programs: 1 disk 3.50. +
CLE19 PLAY IT SAFE Teaches safety in the home, 1 disk 3.50. +
CLE20 BIG TOP FUN Four programs 1 disk 3.50. +
CLE21 JIGMANIA Jigsaw solving & construction set! 1 disk 3.50! +
CLE22 CHESS TEACHERteach chess in a fun way! 1 disk 3.50. +
CLE23 MIND YOUR LANGUAGE improve speech 1 disk 3.50. +
CLE24 SPEED READING Tests your reading speed 2 disks 4.50. +
CLE25 CHORD COACH This is a superb Piano Tutor, 1 disk 3.50. +
CLE26 SNAP An educational game for languages, 1 disk 3.50. +
CLE27 C.A.T.T. Superb Tarot reading program. 2 disks 4.50! +
CLE28 FUN WITH CUBBY 6 superb games for kids! 1 disk 3.50.+
CLE30 PEG A PICTURE Make pictures with pegs 1 disk 3.50. +
CLE31 UNDERSTANDING AMOS(NEEDS AMOS) 2 disks 4.50. +
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CLE34 YOUR FIRST PONY All you need to know! 2 disks 4.50.+
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CLE48 ROCKET MATHS Easy maths for kids! 1 disk 3.50.+
CLE50 DRATV2.4 Runecaster+ Translator, needs1.5mg 2 disks4.50+
CLE52 TELL THE TIME Just what the kids need 1 disk 3.50+
CLE53 LET'S LEARN 2 Super early learning disk! 1 disk 3.50+

MORE CLR UTILITIES

CLU01 VIDEO TITLER Create video titles! 1 disk 3.50! +
CLU04 ALPHAGRAPH for producing Bar & Pie charts etc! 3.50. +
CLU07 PHILO Simple to use database system, 1 disk 3.50.+
CLU09 PLAY & RAVE2 Music module linker, 2 disks 4.50+
CLU10 POWER ACCOUNTS account statements, etc 3.50.+
CLU11 CALCV1veryuseful spreadsheet program! 1 disk 3.50. +
CLU12 VIRTUAL WINDOWS Notebook Address book1 disk 3.50.+
CLU13 DATOS A powerful database, many features. 1 disk 3.50. +
CLU14 STOCK CONTROLLER Keep track of stocks 1 disk 3.50. +
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CLU25 STARFIGHTER ANIM BRUSHES For Dpaint 2 disks 4.50.+
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CLG23 MARVIN THE MARTIAN A maze type game, 1 disk 3.50.+
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CLG25 WHITE RABBITS This is a good puzzle game! 1 disk 3.50 +
CLG26 MONSTER ISLAND Dungeon Master game! 1 disk 3.50.+
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CLG35 OG Prehistoric caveman rescues girlfriend! 1 disk 3.50.+
CLG36 RAW Red army worms, get the fishermen??? 1 disk 3.50.+
CLG38 QUINGO V4.00 Nice pub bingo game! 1 disk 3.50.+
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CLG40 TRAX A fruit machine with a difference! 1 disk 3.50+
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We now have over 100 (YES 100!!!) Boulderdash games in this mammoth collection. All work on any Amiga 500, 600 or 1200!!

BG001 EMERALD MINES 01
BG002 EMERALD MINES 02
BG003 EMERALD MINES 03
BG004 EMERALD MINES 04
BG005 EMERALD MINES 05
BG008 EMERALD MINES 08
BG009 EMERALD MINES 09
BG010 EMERALD MINES 10
BG011 EMERALD MINES 11
BG012 EMERALD MINES 12
BG013 EMERALD MINES 13
BG014 EMERALD MINES 14
BG015 EMERALD MINES 15
BG016 NO ONE MINES 01
BG018 NO ONE MINES 03
BG020 NO ONE MINES 05
BG021 NO ONE MINES 06
BG022 NO ONE MINES 07
BG023 NO ONE MINES 08
BG024 NO ONE MINES 09
BG025 NO ONE MINES 10
BG026 NO ONE MINES 11
BG027 NO ONE MINES 12
BG028 NO ONE MINES 13
BG029 NO ONE MINES 14
BG030 NO ONE MINES 15
BG031 EASY RUPPLE MINE
BG032 RUPPLE MINE 1
BG034 RUPPLE MINE 3
BG035 RUPPLE MINE 4
BG036 RUPPLE MINE 5
BG039 DOWN UNDER MINES 3
BG040 DOWN UNDER MINES 4
BG041 DOWN UNDER MINES 5
BG043 DOWN UNDER MINES 7
BG046 DOWN UNDER MINES 10
BG047 DOWN UNDER MINES 11
BG048 DOWN UNDER MINES 12
BG049 DOWN UNDER MINES 13
BG050 DOWN UNDER MINES 14
BG051 RECYCLED MINES 01
BG052 RECYCLED MINES 02
BG055 RECYCLED MINES 05
BG056 RECYCLED MINES 06
BG057 EAT MINES 01
BG058 EAT MINES 02
BG060 MARATHON MINES 02
BG061 MARATHON MINES 03
BG062 OZ MINE 01
BG063 OZ MINE 02
BG064 VENOM MINE 01
BG065 VENOM MINE 02
BG066 DE BOND MINE 01
BG067 DE BOND MINE 02
BG068 DE BOND MINE 03
BG071 DE BOND MINE 06
BG072 EMERALD RUNNER 01
BG073 EMERALD EATER
BG074 EMERALD HEAD
BG075 COLD CAVES
BG076 INTO THE COLD CAVES
BG077 PRO ICE MINE 01
BG078 PRO ICE MINE 02
BG079 ACE MINE 01
BG080 INTO THE HISTORY HOLE
BG081 INTO THE CRUSTY MINE
BG082 LADYBIRD MINE KIDS
BG083 BABY GHOST MINE 01
BG084 BOULDERDASH 64
BG085 BOULDERDASH CONSTRUCT KIT
BG086 BOULDERDASH COLLECTION 01
BG087 PRO BOULDERDASH 01
BG088 OFFICIAL BOULDERDASH
BG089 WONDER MINE
BG090 POOH MINE
BG091 EXEPTION 01

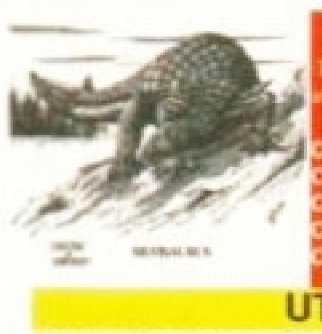
ASSASSINS GAMES PACKS

The best selection of PD games ever assembled anywhere now all autoboot on A1200! (though not all games will run)Something for everyone!

ASI 1 Tans, Rollerpede, Avatris Amigoids etc!+
ASI 2 Invaders,Bally 2,Missile command etc!+Y
ASI 3 Megaball & Drip Superb gamepack! +Y
ASI 4 Frogger Go Moku,Cracker Jumpy etc!+
ASI 5 Raid, Go Looly & Retaliator+Y
ASI 6 Pacman Downhillchallenge Welltris etc!+
ASI 7 Moonbase, Trix,Nightworks Claudenmner!+
ASI 8 Airace2,Hball,Snakepit & Numberfumbler!+Y
ASI 9 Features Battle pong & Blizzard! + Y
ASI 10 Escape, Pipeline, Pickout & Sys!+
ASI 11 Dad, Connex,Reversi Towers & Trippin+
ASI 12 Llamatron, Car, Powerpong, XFI, Fab!+
ASI 13 Twintris, Squamble,Block it,Ball etc!+
ASI 14 ChinaChallenge2 & Amiga Columns!+Y
ASI 15 Battlecars Lettris & Mamhamove!Y
ASI 16 Wastelands, Mission X,Dellemma,Pacman +Y
ASI 17 Tomcat, Defenda, Jetman Bugblaster+ Y
ASI 18 Henry in Panic Skyflyer Omega race!+ Y
ASI 19 Growth,FranticFreddy,Biplane & more!+NOT600
ASI 20 Microbes Hollywood trivia Coin drop +Y
ASI 21 Zeus Tetris Battlements & Dragontiles+Y
ASI 22 Lemmingoids,Wizzys quest Duel Mouthman+Y
ASI 23 Quick money,BIP,Interleron Arcadia+
ASI 24 Revenge of camels Dus Croak 3dmaze etc!+Y
ASI 25 Mr Brick,Copper,Jumeroids,E Type+Y
ASI 26 Superpacman 92 Smashtv Ashido System 4etc+
ASI 27 Addictive card games. Really good!+Y
ASI 28 Doody, DrMario, Invaders2, Madbomber2+
ASI 29 DOG, Rome, Nova, B-Bal, Atax, Quadris+Y
ASI 30 Bounce & Blast, Total Fire Tank attack!+Y
ASI 31 Arazmar,Crazy pipe, revolution etc!+ Y
ASI 32 Blob, Sector one & Firefighter! +Y
ASI 33 Hyperball & War! 2 good games+Y
ASI 34 Trailblazer, Yelp, Qbic Rushour! +Y
ASI 35 Poing,Snakepit,Cybernetix Jump n roll!+Y
ASI 36 Mother lode, Wonderland, Kong Tactix!+Y
ASI 37 Klaktris, Ghostship, Paccer etc!+Y
ASI 38 One on One,Baldy,Skyflyer2,Transplant!Y
ASI 39 Lots of card games on this disk! +Y
ASI 40 Disk full of sliding puzzle games!+Y
ASI 41 Pacman deluxe, Hellzone Leap II etc+
ASI 42 Galaga, Invader alert Dogs in space!+
ASI 43 Interlock Roulette Octothello etc!+Y
ASI 44 Nibbler,Mouse Impossible,Roll on etc+Y
ASI 45 Dris,Paccheese,B-Castle Tesrrae etc+Y
ASI 46 Amiga Q, City,Checkers, Ouch etc! + Y
ASI 47 Elevation, Furnyre,Crave,Arena! + Y
ASI 48 Point to point,Psycho santa etc! +Y
ASI 49 Deathbringer in space Sur 1+2 etc!+Y
ASI 50 Euphorion,Roach Motel,Balders grove! +Y
ASI 51 Lamers, Fighting Warrior Shapes! +Y
ASI 52 Rockslide, Mouthman, & Nu! +
ASI 53 Venus Invaders,Mastermind etc! + Y
ASI 54 Serene,Serene II & Car Wars! + Y
ASI 55 Cli-tris, Pacatac & Asteroids! + Y
ASI 56 Stormeagle, Extreme Violence & Tiles!+Y
ASI 57 Poo-poo Dominoes Dizzy diamonds Squirm+Y
ASI 58 Super raid 4 Magnatron & Maiesaa!+Y
ASI 59 Turbo thrust GX200 & Leedings! +Y
ASI 60 Pipe master2 Alien Hunter & Checkers! +Y
ASI 61 Rattlesnake Running Chaser Scud blaster+Y
ASI 62 Pipeline2 Mazeman & Up and Down ! +Y
ASI 63 Nautilus Frenzy & Drive II!! +Y
ASI 64 Oblivion(fab!) Breakout con kit etc!+Y
ASI 65 Paranoids Chess Word Puzzle Word search+Y
ASI 66 Cow wars Asmastermind & Asokoban! +Y
ASI 67 Siege of the Beast,E Type II & Vektor!+Y
ASI 68 Demolition Mission,Bounder & Atoms!+Y
ASI 69 Klondike,Celestial Apoker Bridge etc!+Y
ASI 70 Digital Tetris, Wangle & Tetris pro!+Y
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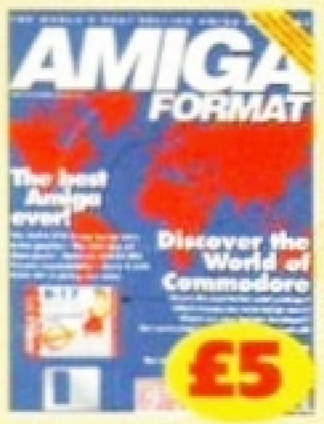
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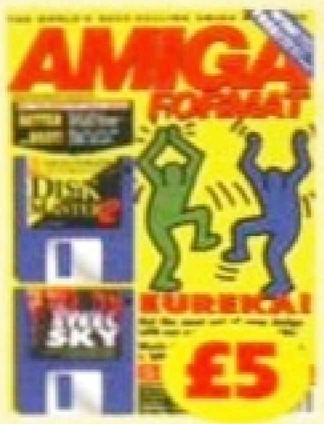
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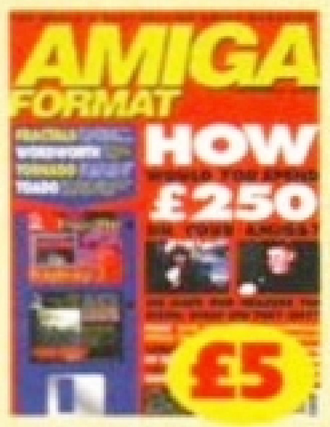
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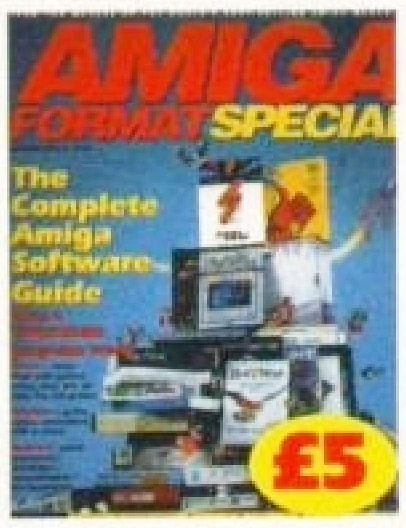
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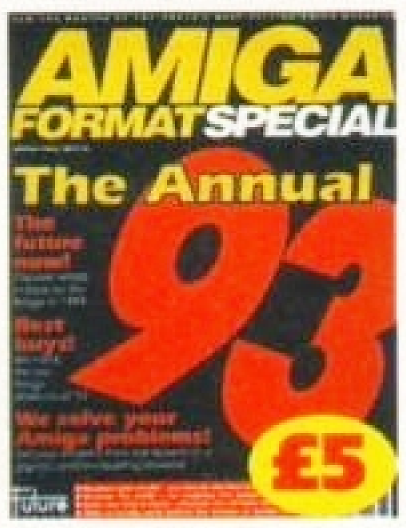


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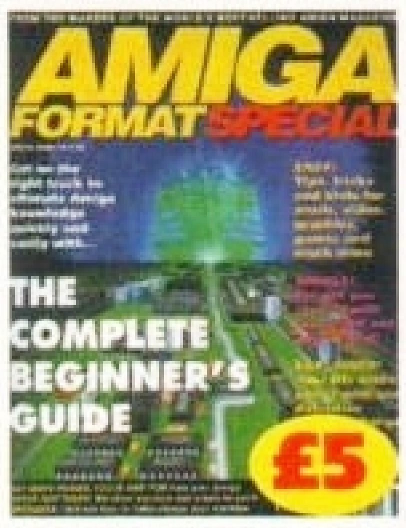
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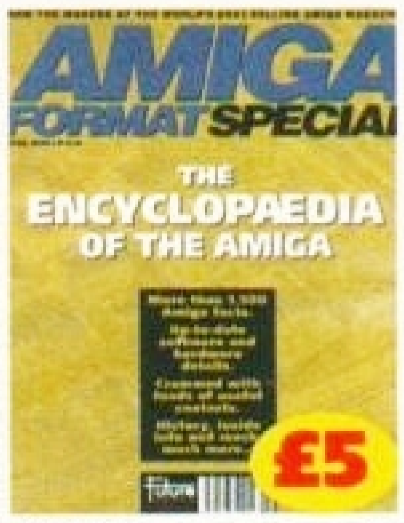
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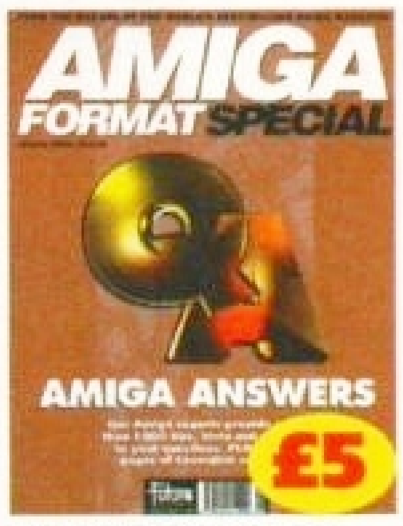
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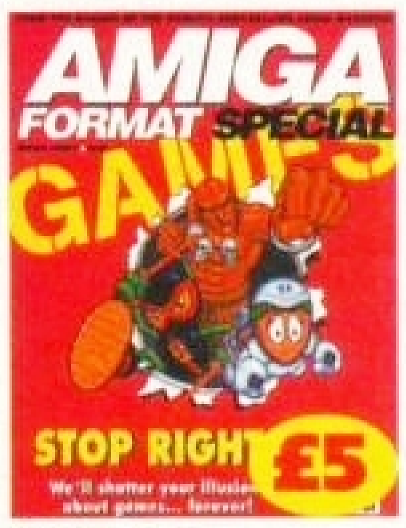
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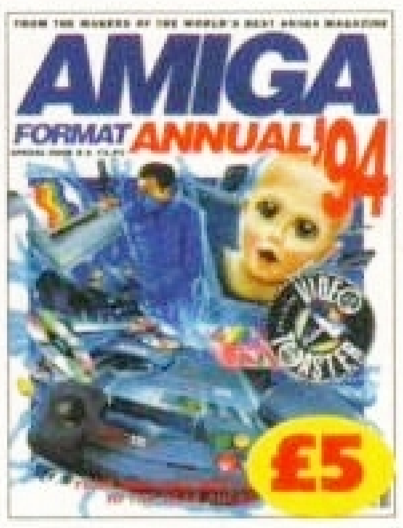
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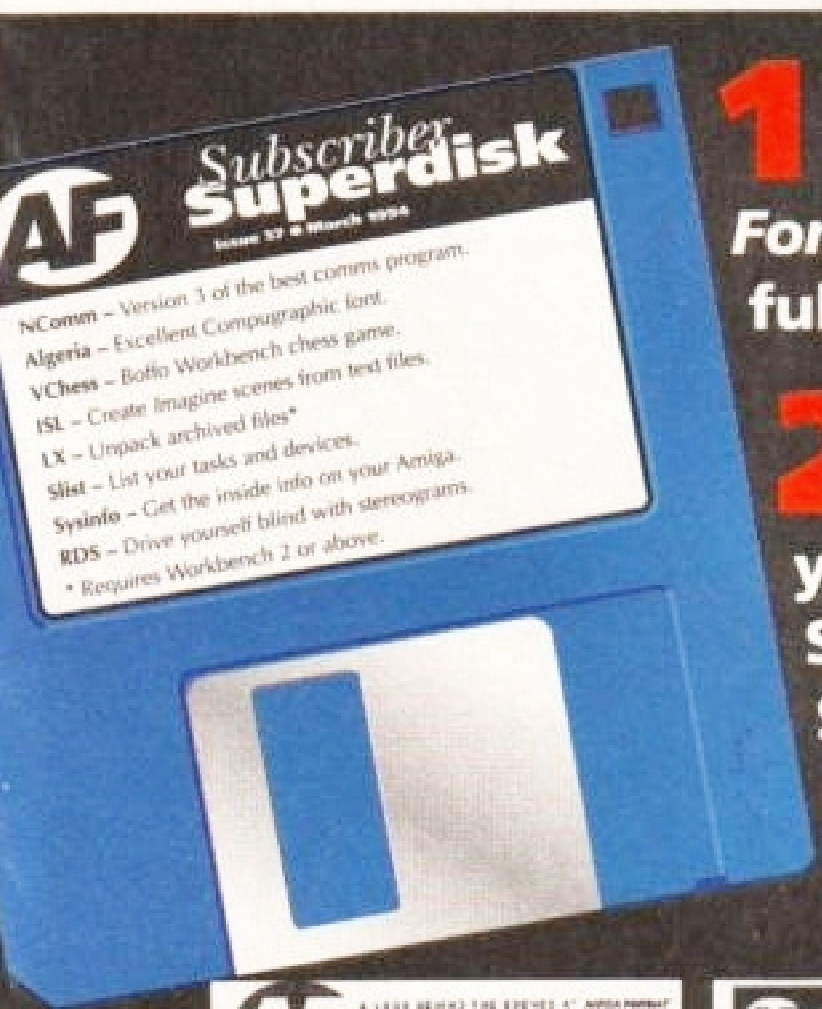
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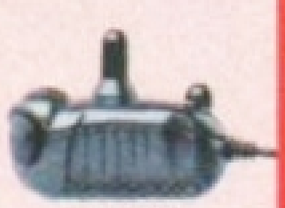
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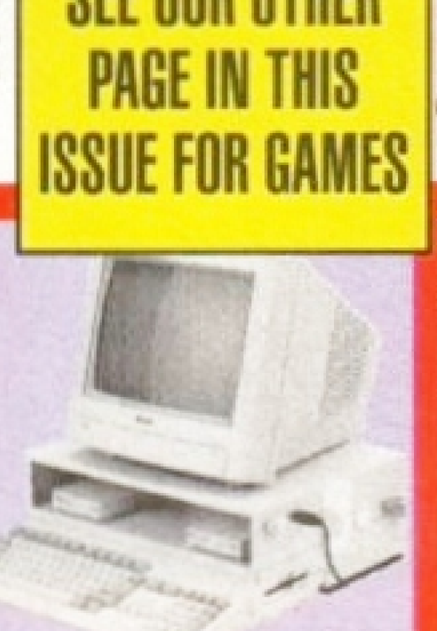

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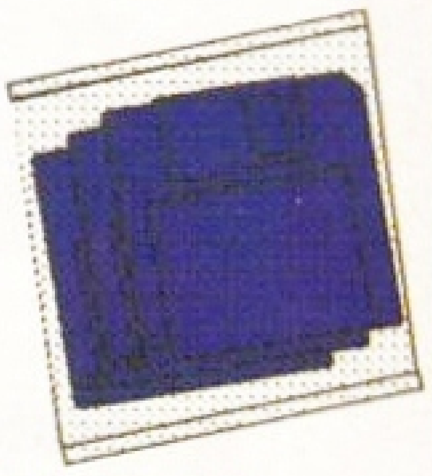
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Wordworth v2



If you haven't already got this seriously excellent software, then you'd be mad to miss out on this amazing offer. *Wordworth2* from Digita International is without doubt one of the best word processors on the Amiga, Powerful and packed with slick and useful features, such as the Intellifont system which enables you to use fonts from 4 to 800 points, mail merging, a comprehensive dictionary and thesarus, and an indexing system, *Wordworth2* offers every thing you could possibly require of a WP program. Reviewed in *AF*41, version 2 scored a golden 91 per cent.

Description	RRP	Price	Order Code
Wordworth 2	**£129.99**	**£49.99**	**AMF266**

Adorage



On issue 48's Coverdisk we featured a working demo of MicroPace's excellent video effects titler, *Adorage*. Now we're offering ***AF*** readers a special deal for the full version, including full technical support and a manual to help you make the most of all the titling effects.

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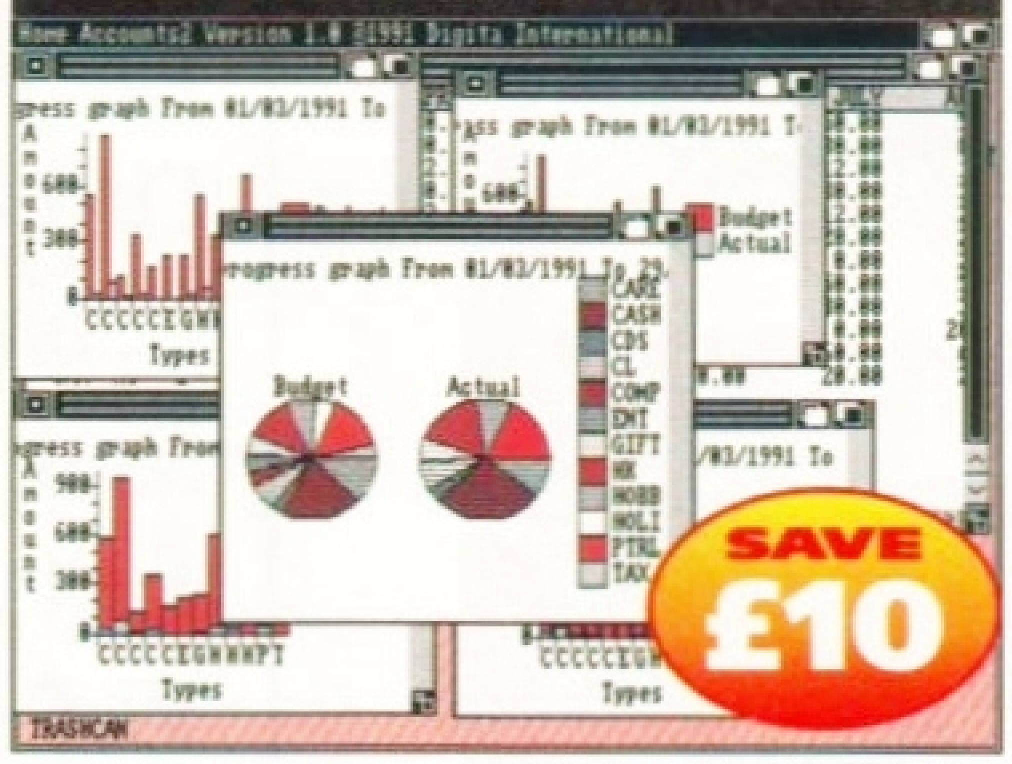
Blitz Basic 2



This BASIC programming language has faster compiling and code, new commands, and everything from C structures to an inline assembler. The package includes a manual, user guide, four issues of Blitz User Mag, five disks packed with extensions, games and examples.

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Blitz Basic 2	**£69.95**	**£49.95**	**AMFBB2**

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AMOS Professional



This is one of the highest-rated programs ever reviewed in ***Amiga Format***. Top of the AMOS range, It updates the famous AMOS extended basic programming language with new commands and facilities that make it a real winner! (Needs 1Mb minimum.)

Description	RRP	Price	Order Code
AMOS Pro	**£69.99**	**£59.99**	**AFAMPRO**

History Line



The course of the Great War is explored in this excellent war/strategy game from Blue Byte. Based on their earlier successful game ***Battle Isle***, ***History Line*** scored an incredible 94 per cent in *AF*43.

Description	RRP	Price	Order Code
History Line	**£34.99**	**£29.99**	**AF251**

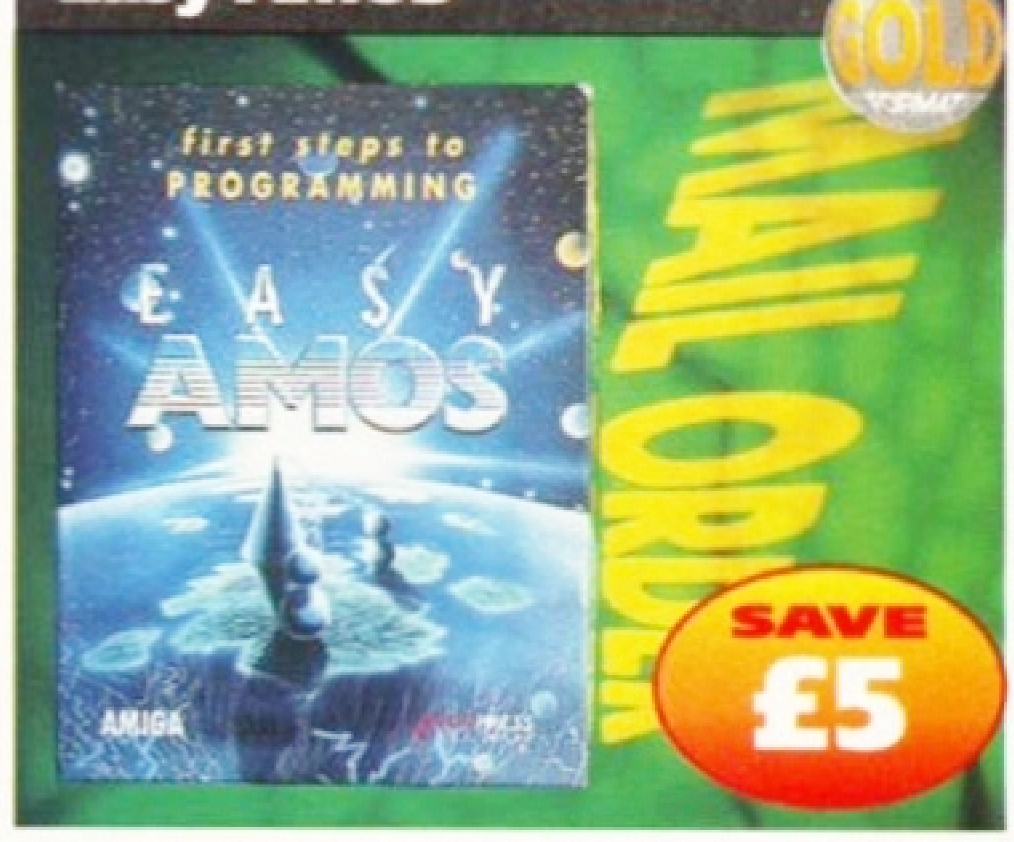
Lost Treasures of Infocom



The Lost Treasures of Infocom (reviewed, ***AF***40, 90 per cent), is a collection of 20 of the best text adventures ever. And it could be yours for the bargain price of £30.99.

Description	RRP	Price	Order Code
Lost Treasures	**£35.99**	**£30.99**	**AMF260**

Easy AMOS



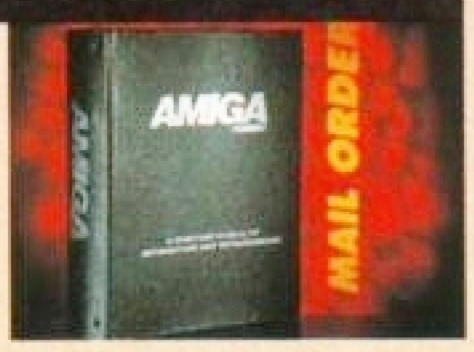
Designed for the beginner who wants to learn programming but doesn't know where to start, Easy AMOS is more than a programming language. Based on the successful AMOS, it has many helpful examples and detailed explanations to help you learn.

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Technosound Turbo 2



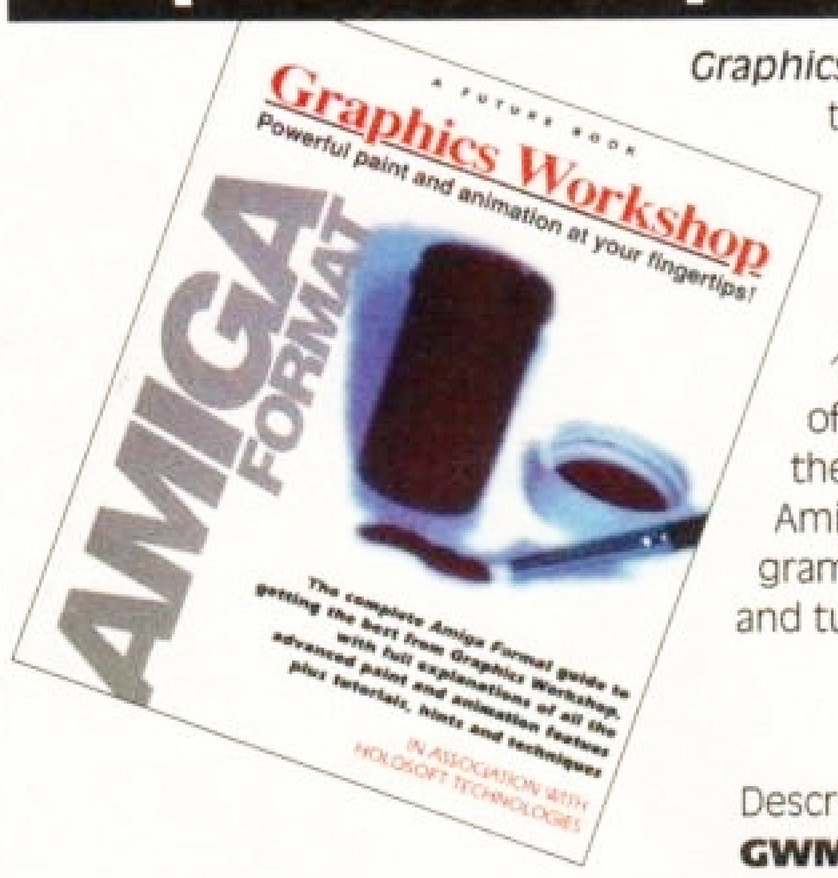


Like the original TechnoSound Turbo, version two of this sampler from New Dimensions, enables you to grab digitised sounds, then sequence them into compositions. But it also has had many improvements made to it and a range of new features, including direct to hard disk recording, a built-in tracker, sequencer and 18 novelty effects. The package also contains a digitiser and a set of audio leads.

Reviewed in *Amiga Format* issue 51, it scored 88 per cent.

Description	RRP	Price	Order Code
Technosound Turbo 2	**~~£39.99~~**	**£29.99**	**AMFTT2**

Graphics Workshop Manual

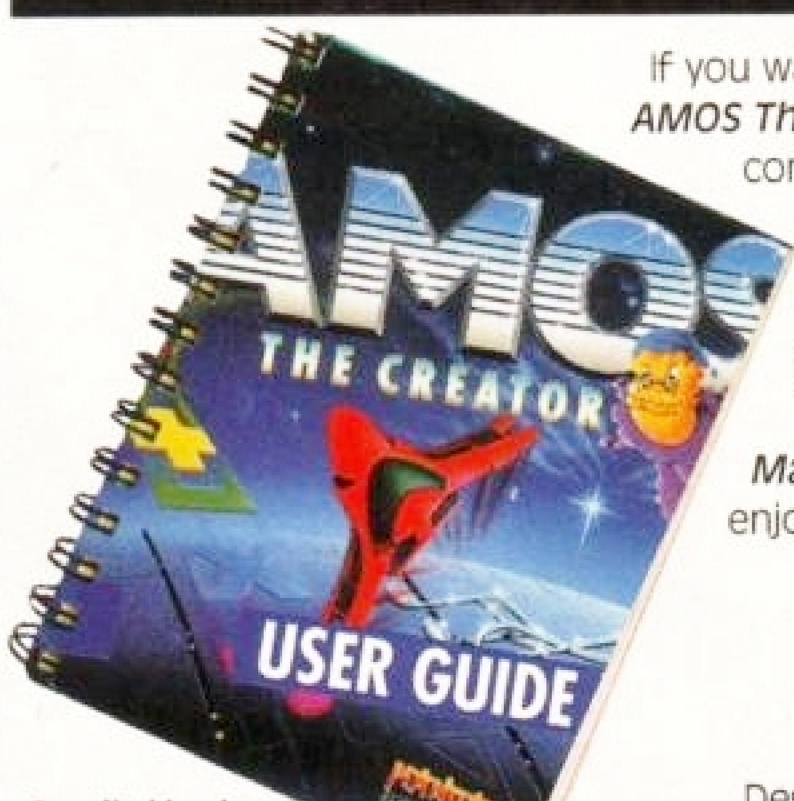


Graphics Workshop is a drawing package so special that, along with all the normal tools you would expect from a top paint program, you get some powerful extra utilities.

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AMOS Manual



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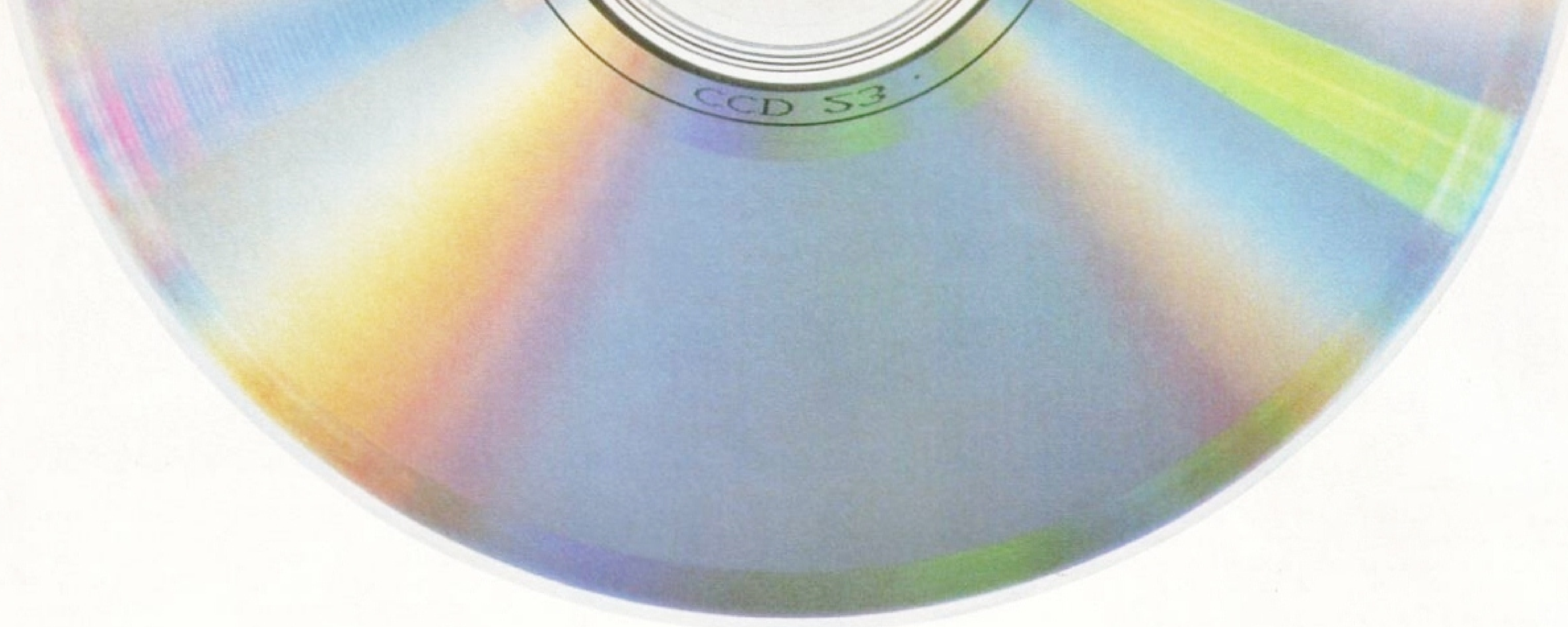
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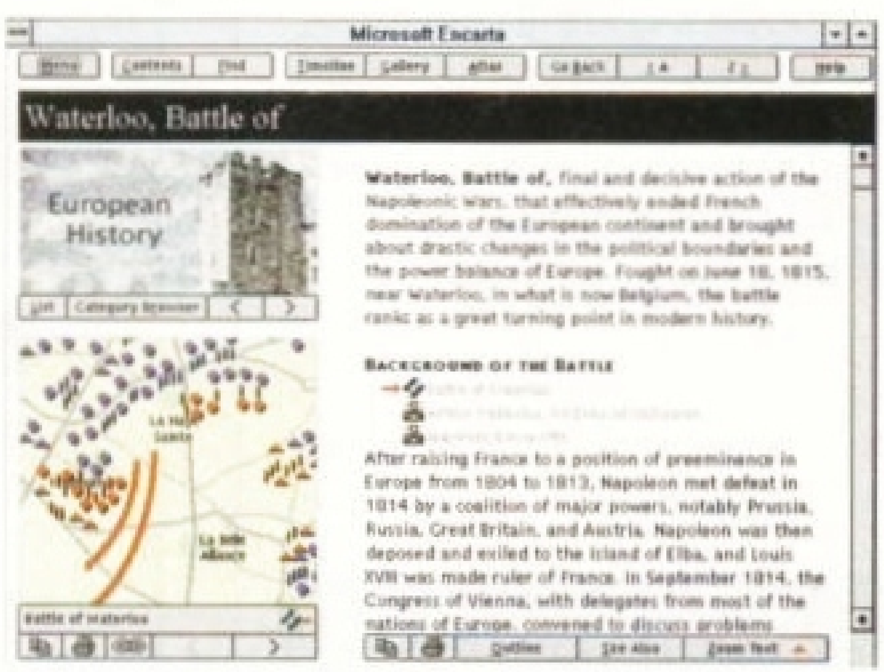
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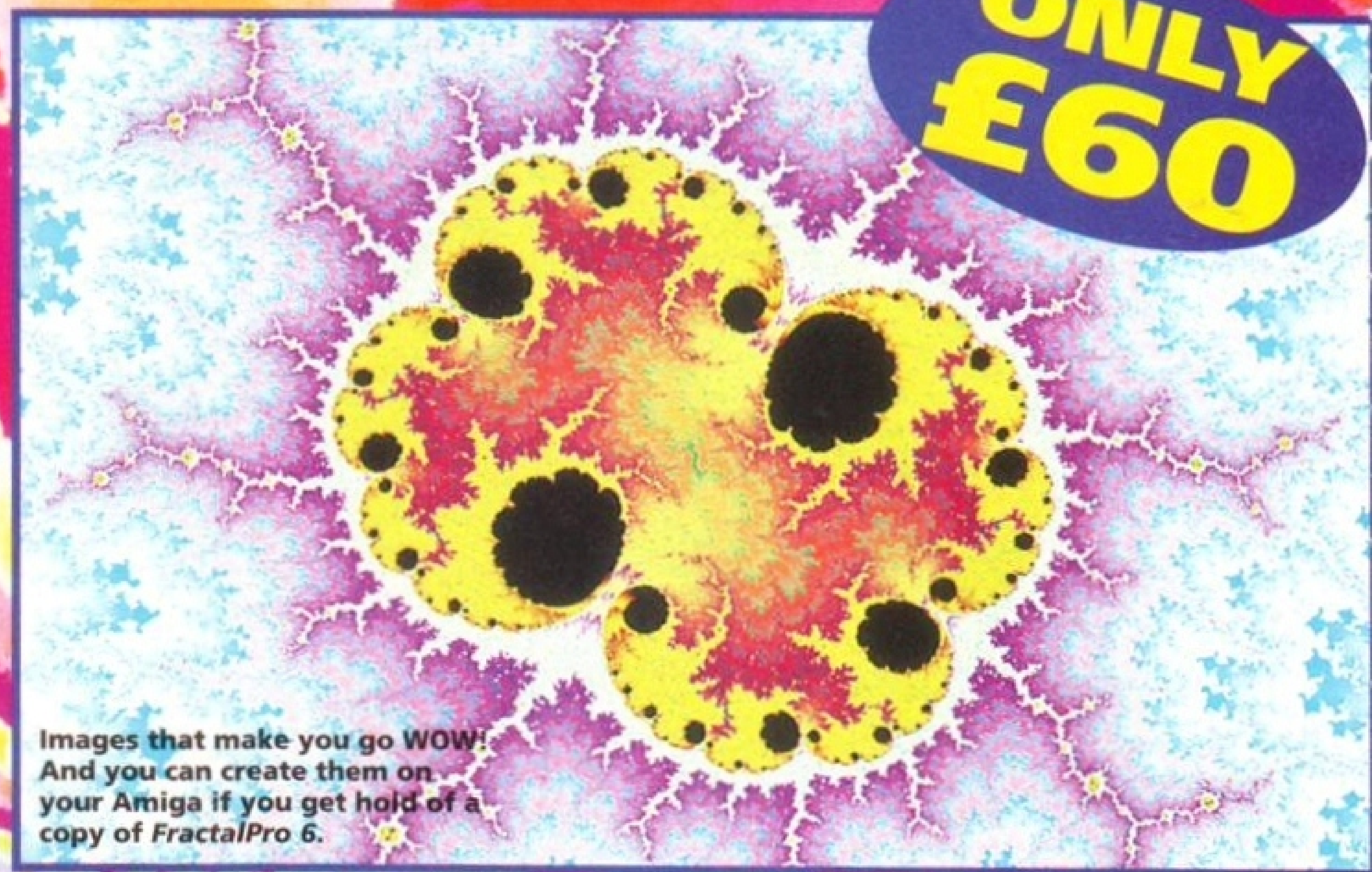
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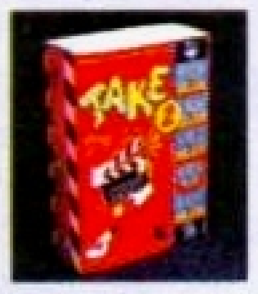
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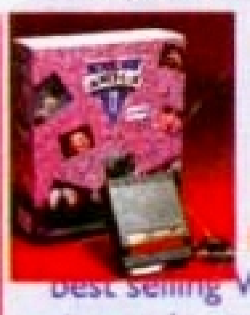
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For the more serious user, this 24 - bit version will again capture from any video source with true photo realistic images! A staggering 16.8 million colours can be utilised with incredible results. Full AGA chipset support. **INDI PRICE £219.99**

Roctec Rocgen Plus.
As above but with extra features such as tinting and signal inversion. Allows for real time editing of graphics. Compatible with all Amigas. **INDI PRICE £127.99**

Roctec Rockey.
The ultimate accessory for Amiga / Video fans. Separate RGB controls to croma key on any colour. **INDI PRICE £199.99**

Special Effects Packages

Morph Plus
You've seen Michael Jackson's video, you've seen the television adverts using the latest techniques in morphing, now you can create the same results but at a fraction of the cost. Morph Plus is the latest and the ultimate in this technology. Whether you are a professional artist or just want to experiment at home Morph Plus is a must. **INDI PRICE £119.99**

Deluxe Paint IV AGA
Combines powerful tools with an Intuitive interface so both professionals and beginners alike can get superb results quickly. New enhancements to the software include the ability to paint and animate in 4696 colours in the Amiga Ham (hold and modify) mode. New animation features also include metamorphosis allowing you to change one image into another. You determine the number of frames and DPaint does the rest **INDI PRICE £64.99**

Art Department Professional
The ultimate in image processing providing many key benefits to Amiga users working with pictures. With ADPro you can read, write and convert between most common image file formats with unmatched flexibility. Full support for JPEG images makes it possible to maintain an image library in full 24 - bit colour without needing massive hard drive storage. Typically a 600Kb image can be compressed down to 40Kb!!! **INDI PRICE £132.99**

Real 3D V2
Is a full featured 3D animation modeling and rendering program. With Real 3DV2 you can produce high quality images and animations of three dimensional models with an astounding level of realism. Imagine creating an animation that shows a handful of balls bounce down a flight of stairs to the bottom. Gravity, collision, deflection and the elasticity of the balls are all automatically calculated by the program. **INDI PRICE £359.99**

Brilliance

" Brilliant " Graphics Paint Package " In terms of design and sheer specifications Digital Creations really seem to have done everything right. Effectiveness..." 99%.
" I really can't fault the end results" - **CU Amiga Review**

INDI PRICE £99.99 ~~£149.99~~

Final Writer

The most powerful word processor to grace the Amiga...90% - **CU Amiga**

INDI PRICE £99.99 ~~£129.99~~

Final Copy 2

"About as close to being a desktop publisher as a word processor dare go" - **CU Amiga**

INDI PRICE £62.99 ~~£99.99~~

Amiga Software Bonanza

Title	Was	Now
Jurassic Park You've seen the film now play the game	~~£25.99~~	£16.99
Mortal Kombat Test your Martial Arts to the limit as you take on all comers	~~£29.99~~	£19.99
Cannon Fodder This is one war that won't be over by Christmas	~~£29.99~~	£19.99
Settlers Medieval fun as you build your own town	~~£34.99~~	£22.99
Simon the Sorcerer Action and excitement around every corner in this adventure game	~~£34.99~~	£22.99
Premier Manager 2 Create a team worthy of winning Footballs greatest prize	~~£25.99~~	£16.99
Cool Spot Be the coolest spot around in this top class platform game	~~£29.99~~	£19.99
Micro Machines Race around your own home with these Mini Marvels	~~£25.99~~	£16.99
Zool 2 He's back! Guide your hero through his toughest test yet	~~£25.99~~	£16.99
Alien Breed 2 Excellent space age shoot 'em up	~~£26.99~~	£17.49

AC0494

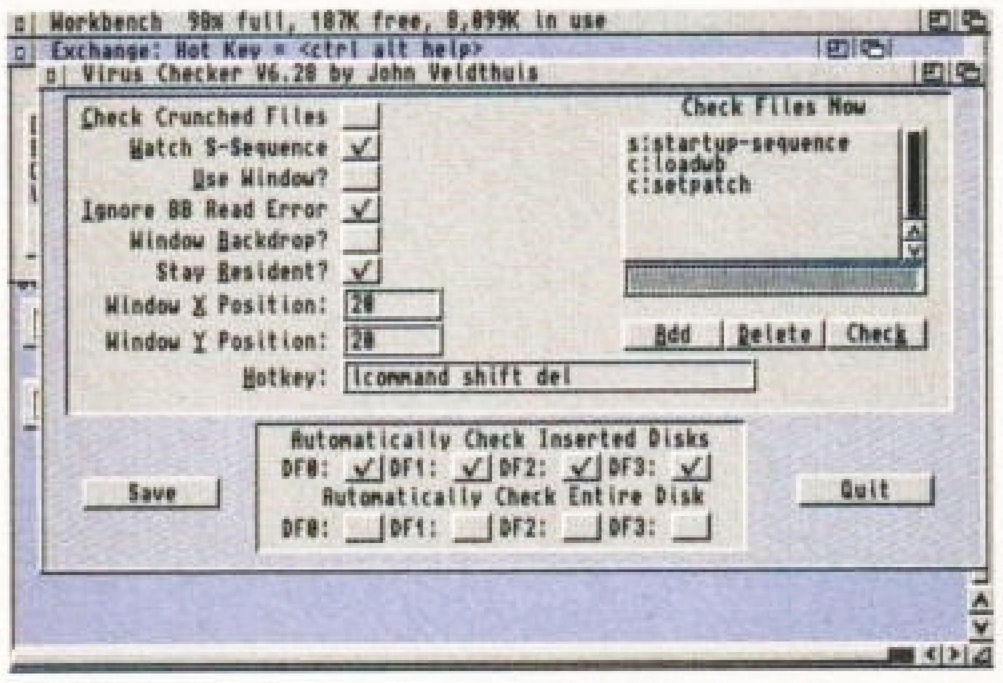
INDI DIRECT MAIL
1 RINGWAY INDUSTRIAL ESTATE, EASTERN AVENUE, LICHFIELD STAFFS. WS13 7SF

Please send 1)..
2)..
Price.................... I enclose cheque/ PO for £..............or charge my Access/ Visa No..................
..................Expiry........./........./.........
Signature..
Name..
Address..
....
....
Postcode ....
Indicate if alternate delivery address
Daytime Tel..

TEL: 0543 419 999 FAX: 418 079

*Work*BENCH

Whatever your problem (as long as it is Amiga-related) we are here to solve it. Scribble down your woes and send them off to us at: Workbench, Amiga Format, 30 Monmouth Street, Bath, Avon BA1 2BW.



Try to use the most up-to-date virus killing program, because new viruses are always being spread.

SEEK BUT NOT DESTROY

Paul Young, Lowestoft, Suffolk

I use the *Seek and Destroy* virus killer to check the disks I get every month. When I got a copy of *TransWrite* I made a back-up copy which I use instead of the original. However, while checking the original copy, I found that it contained a virus called the *Lamer Exterminator*. I then killed the virus with *Seek and Destroy*, well, I thought it had.

The next month I checked the original disk again only to find the same virus had seemingly reappeared on the disk. I had not used the disk since the last time I checked it so how can I get rid of the virus for good?

Seek and Destroy is pretty good, but you would be better off with a more up-to-date virus killer such as *Virus_Checker 6.28*. *Lamer* is a very old virus which should have died out years ago.

It is important to check through all your disks when you get hold of a new virus killer, just to be sure. In the meantime you can kill the virus by re-installing the disk with the virus on.

ANNOYING NOISE

David Cowley, Isle Of Man

Several of my disks have somehow got read-write errors. I have tried all my virus checkers and killers and all I get is a couple of funny noises before being forced to switch off my Amiga.

It is very annoying when your favourite games and things don't work. I feel that my A500+ is being wasted if I can't do my favourite things on it. Please help a 10-year-old Amiga user in despair.

It is difficult to tell from such a brief description of the problem, but it sounds very much like your problem is neither a virus nor faulty disks, but a knackered internal drive. You can get a new internal (perhaps a Power XL High Density) drive or have the original fixed. There are plenty of repair places advertising elsewhere in this mag.

SEEDY CONNECTIONS

Ben 'The Beer God' Maffin, Wallasey, Merseyside

As I own an A1200 I like to go around advertising this to Mega Seedy owners but lately they have been reminding me of my unfortunate position in

Continued overleaf ☛

IMAGINE ALL THE ARCHIVES

Donovan Hutchinson, Belfast

I got an A1200 with a 60Mb hard disk for Crimbo and I use *Workbench 3.0* I have now purchased several PD disks and most of them are fine, except one set of seven disks called 3D Objects and Textures. These are from 17 Bit software and are, supposedly, *Imagine* format.

Each disk has several LHA files on it which will not load into *Imagine* I am supposed to extract the files using an LHA command or something but I can't find anything in the Shell to do with LHA. I have *Directory Opus*, but the LHA add thing doesn't work. What should I do? Also, how can I view *Imagine* quick render files after I have moved them from the RAM disk to my hard drive?

P.S. Marcus is a dead-on old mucker.

P.P.S. I only get £2.50 pocket money per week



Compression thanks: *Directory Opus* can handle archives easily – it even has a button for it.

The disk that you have has got Imagine objects and textures on it, but they are compacted to save space on the disk. They have been compressed with an archive program called LHA, which is pretty fast and provides an impressive level of compression. If you have Directory Opus it's very simple to extract all the files, you just select the archive file and click on the Arc Ext button. The files will then be extracted to the destination directory.

If you don't have an up-to-date version of Opus you will have to get hold of the LHA program. It is Public Domain and very simple to use. For a list of the options, just enter the Shell and type LHA and press Return. The program will then list all the parameters which can be supplied and explains them.

P.S. Marcus won't thank you for pointing out that he's old.

P.P.S. I don't get much pocket money, either.

IF YOU HAVE A QUERY...



Nick Veitch

At *Amiga Format* we aim to answer as many questions as we possibly can every month, and hopefully to sort out all your problems. Of course there are always more questions than answers, so we have to prioritise queries according to the following factors:

- **Frequency.** If a lot of people seem to be having problems with their Supersonic KY3000 printers then we will print one letter and the definitive answer, encompassing all the most frequently posed problems.
- **Difficulty.** If the problem is actually something which only someone with some insider technical knowledge would be able to solve, it is more likely to be answered in these pages than a problem which arises simply because you haven't read the necessary documentation.
- **Impact.** Quite simply, a question which involves you not being able to use your machine or some peripheral or software will be given priority over a difficulty which is little more than a slight inconvenience.

Unlike some magazines we won't just concentrate on the areas of expertise we are most familiar with, we will take on any problem (as long as there is an Amiga involved). We have even enlisted the help of Commodore's Chief Engineer for those particularly tricky questions. As you will appreciate, we do get a lot of questions. If you want to get yours noticed, here are a few tips:

DO

- Be concise.
- Detail the actual problem as best you can.
- Where applicable, describe the sequence of events that caused the problem.
- Give details of the equipment you are using (including which version of *Workbench* you are using and the model of Amiga you have).
- Make sure your question is relevant and wouldn't be more easily solved by the dealer from whom you bought the goods.

DON'T

- Spend three pages telling us about your Aunt Ethel and only then explain your problem.
- Write in with questions such as 'I added a hard drive to my machine and it doesn't work. What can I do?' (Which machine? Which drive?)
- Send an SAE expecting a personal reply. The chances are extremely slim.

Please bear these points in mind and remember that we are trying our best to help you.



When will it be possible to use the A1200 with a CD drive? Now, that's a very good question.

not having a CD drive to call my own. I totally, definitely need one of these for my Amiga but, looking through your magazine I see very little about a CD-ROM drive or the possible link-up for the very successful CD32. Would it be possible for you to shed a little 24-bit true colour light on the likelihood of Commodore producing a CD–ROM drive for the A1200?

Unfortunately the situation is that Commodore are 'reconsidering' the feasibility of producing a CD32 add-on for the A1200. Their reasoning is that it will probably cost as much as the CD32 did in the first place.

The good news is that Microbotics are producing an interface for the CD32 which will give it standard Amiga ports at the back. Using this interface it may be possible to use Parnet to link the CD32 to the A1200.

If you just want a CD-ROM drive (but no CD32 games) all you need is an SCSI interface and any common or garden CD-ROM drive.

BUDGET DRIVES

Hadley Trainis, Ilford, Essex

I have been looking for a second-hand external 3.5-inch double density disk drive for about a year and a half, but have had a lot of difficulty tracking one down.

If it is possible, could you please give me the telephone numbers and addresses of any shops that you know that could help me? I want to get a second-hand drive because I am only 12 years old, and I do not get enough pocket money to buy a brand-new disk drive.

I haven't heard of anywhere selling second–hand disk drives. You wouldn't really want one anyway. The best thing to do is to save up your money and go to a show, where you can often pick up external drives for £40. You certainly won't see anyone advertising such a thing in *AF*, but you could check your local papers if you haven't got the money.

To the point...

Q What connectors are used on the ribbon cable for the internal hard drives on the A4000 and A1200?

A They are IDE devices which take a standard IDC 40-way socket on each end.

Q I am considering buying a monitor. Can you tell me what I should look for?

A If you are buying new, it is worth looking at the Commodore 1940 and 1942 monitors because they support all the Amiga screen modes. If you are getting another type of monitor you should make sure that it accepts an analogue RGB signal and can handle horizontal scan rates of 15.6kHz to 31.4kHz.

Many monitors will not handle the lower frequencies which are required for a low-res screen. This can be a problem, although there is a utility on *Workbench* called VGAOnly (stored with the monitors) which will attempt to force all screens into higher scan rates, but it is not 100 per cent successful.

Q I am considering buying a maths co-processor, but can you tell me the difference between a PGA 68882 and a PLCC 68882? Is one of them better for golf games?

A In operation there is no difference at all between the two devices you mention. There is, however, a difference in how you install them. The PGA device is not designed for playing golf games. PGA stands for Pin Gate Array, which means that underneath the chip are lots of pins that fit into a socket.

The PLCC (Plastic Leadless Chip Carrier) device has no pins, but the edges of the chip have connector pads. These chip types are incompatible – you can only put a PGA chip into a PGA socket, so check which type your system has a socket for before you buy (sometimes both sockets are provided).

Q How do I copy my *Uridium* Coverdisk?

A The short answer is – you don't. Sometimes the game demos on our disks use special formats. In the case of *Uridium* this was necessary as part of the continuous loading system. In these cases it is impossible to make a copy of the disk using Workbench. There is nothing we can do about this, but I do apologise for not pointing it out in the instruction. We will do so in future.

Q Is it possible to buy a sampler that could sample a five-minute song on a standard Amiga without a hard drive?

A Assuming that you had the full 1Mb available that gives you 1084576 bytes. You want an eight-bit sample over 300 seconds. That would give you a sample rate of (1084576/ [300x8])= 437Hz. With this bandwidth you could easily sample for five minutes, as long as it was a rhino farting contest or a very deep bass guitar you were sampling. If you don't have any of these things, don't worry, because that is what they would sound like when you played them back. Realistically you need a sample rate of at least 4kHz for quite low quality sound. Sorry.

TOTALLY BLITZED

Rob Stone, Hassocks, West Sussex



Our Coverdisk contains *Blitz Interpreter* but to create stand-alone files you need the full version.

I was trying to make a stand-alone file of the *Blitz Basic 2* Coverdisk on disk so I don't have to load *Blitz* every time.

However, all it does is ask for a filename and then compile normally and not to disk. Is it because the part of *Blitz* concerned has not been included on the Coverdisk and is only available if you buy it?

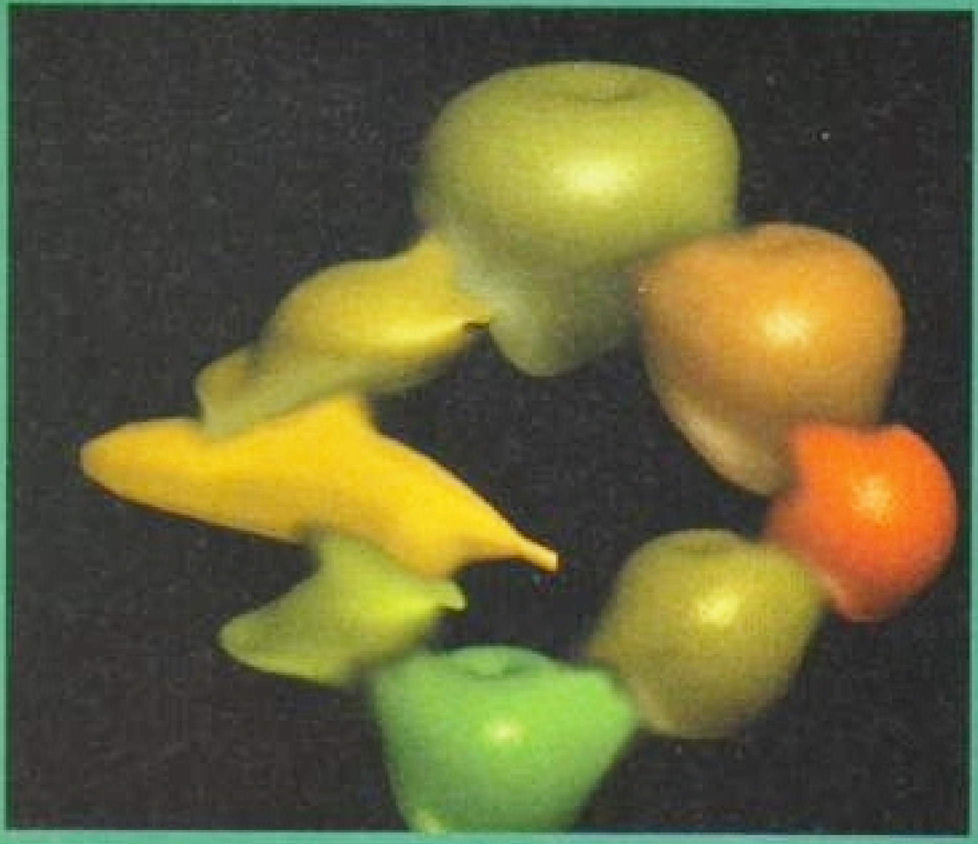
Yes. In order to create an executable file (one that runs directly from Workbench) will need the full version of *Blitz Basic 2*. It is available from the *Amiga Format* Mail Order department at a discounted rate of £49.95. See page 144.

A NEW IMAGE

D J Abraham, Stockport, Cheshire

Just over 12 months ago I invested in an A600. Having become more and more interested in the animation capabilities, I wish to increase my overdraft and purchase a more powerful Amiga.

My bank manager said £1500 would be my limit. What would be my best option if I wanted to use the machine for video editing and ray-traced animations? What is the potential for expansion? Also, please could you explain what the 030 and 040 suffixes mean when linked with the A4000 in your adverts and articles?



If you want to be able to produce images like this then it's best to upgrade to an A4000/030 or A4000/040.

OK: sell your A600, buy an A4000/030, get an FPU and buy enough SIMMs to give you 10Mb of memory. Depending on the quality of your video equipment you should then look at something like Editmate from CamLink, which will be able to automatically compile your tape sequences (check out the review in AF54). That should leave you just about enough money to invest in some decent software (Adorage, ADPro, etc.) and maybe even a cheapo 24-bit card (see AF55). The 030 and 040 are two different versions of the Amiga 4000. The machines are identical apart from the processor cards, one of which has a 68EC030 (no Memory Management Unit) on board, while the other uses a full 68040. The A4000/040 runs about eight times faster than the A4000/030.

Oh, the other difference is the price.

LEW'S CORNER

By Lew Eggebrecht
Commodore's Chief of Engineering



I have tried to install several hard disk-installable (hd) multi-disk games on my A1200 with IDE drive and their graphics are corrupt. The game companies concerned have told me their games are hd-installable but won't work with IDE mechanisms. Is this true? Is there a technical reason? Why was no-one told before?

Lew says: In general, hd-installable software should work similarly whether they are run from either IDE or SCSI devices to the point of even being called SCSI device.

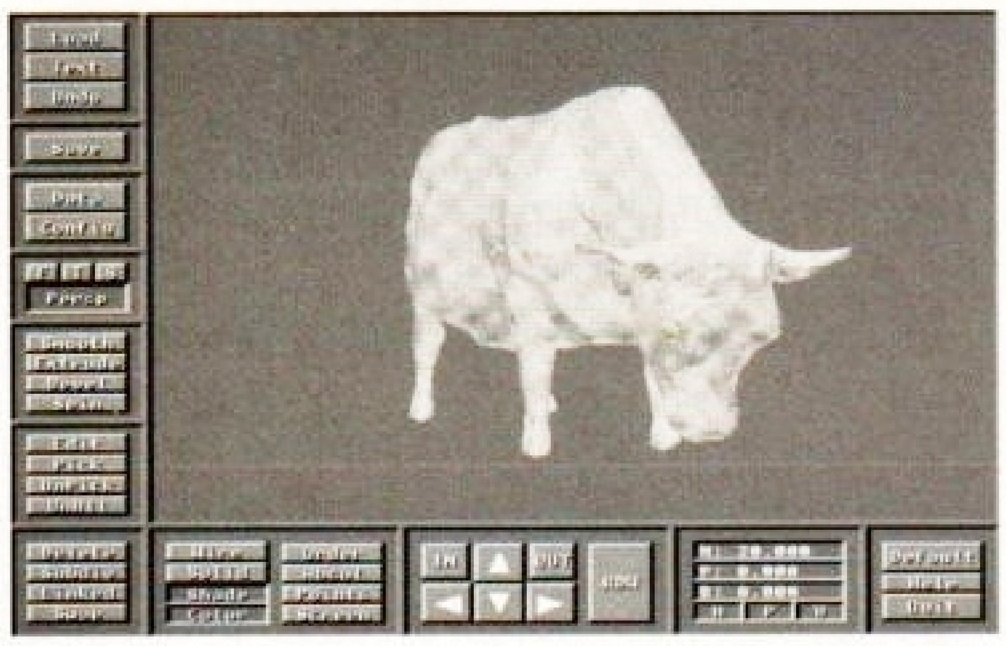
If your games are ECS-compatible games that do not take advantage of AA and they work when booted from a floppy but not when booted from the hard disk, it is possible that the games are not really compatible with the AA chipset.

When you boot from your hard drive or any other 3.x *Workbench*, the AA chip features are enabled by the V39+ Setpatch command.

To test if your games have a problem with the AA chips, set your *Workbench* to an ECS-compatible mode and depth (such as PAL hires or PAL Hires Lace, and no more than 16 colours) and save the preferences. Then boot the A1200 with the mouse button held down to bring up the Boot Menu screen.

Go to Display Options and select Enhanced or Original to boot the A1200 with AA disabled. Now try to start your games to see if they work.

If the games still do not work, it is possible that they take over the system in a manner which happened to allow a SCSI drive to work but cripples an IDE drive. It is even possible that the game writers are writing directly to undocumented SCSI hardware registers. Also try changing the max transfer rate.



Pixel Pro is not only a particularly useful design tool, but it can also solve your file format problems.

MIGRATING MIG

Fausto Romeo, Brussels, Belgium

As I happen to be both an Amiga user and a fan of aviation technology, I couldn't resist designing a detailed 3D model of the MIG 29 Fulcrum with *Sculpt Animate 4D*.

The only problem is that although *Sculpt Animate 4D* is a very powerful tool for object design, it turns out to be quite lacking when it comes to rendering a fully-fledged image complete with texture mapping and realistic shades.

But having discovered the stunning rendering potential of *Imagine 2.0*, thanks to *AF53*'s Coverdisk, I attempted to load the MIG 29 into all of *Imagine*'s editors after I saved it as a Scene in *Sculpt*. However, I found out (to my dismay) that I cannot do so – it cannot be loaded into the program because it isn't a so-called 'IDDD' file.

So, is there any way to 'translate' the file into a format accepted by *Imagine*?

I am sure that there must be a way to do this, because I know that a program such as *Caligari 24* accepts *Sculpt*-made objects (although it renders them in a very unusual way, omitting nearly half of the visible faces).

I bet there are utilities which are able to convert objects into different formats. Although I would be ready to design the MIG 29 from scratch with *Imagine*, a solution to the above mentioned problem would save me a lot of work!

The solution is a program called *Pixel Pro* which will quite happily convert objects between different formats, including *Sculpt* and *Imagine*. It is available from Hobbyte (0727 856005). However, it will not be able to translate brush maps and other attributes so these will have to be added once you have loaded the object into *Imagine*.

ERROR IN THE SYSTEM

M Smith, Dundee, Scotland

I own an Amiga 600 and an external floppy drive. When I got my A600, I decided to change *Workbench 2.05* to suit myself.

However, before running a program (*Quickgrab*, for example,) it frequently accesses the WB disk and comes up with a 'guru' message: Recoverable Alert. After I press the LMB, it tells me that the program Ramlib has failed (error no. 80000004), and I get the chance to either Reboot or Suspend. The alert also states error: 0003 8007, Task: 0001 9F00.

Hmm. The guru message you are getting is an 'illegal instruction' error. Basically the machine has tried to execute a piece of code which is complete nonsense. Unfortunately, Ramlib is one of the resident commands stored in your Amiga's ROM. This leaves us with two possible causes: either your ROM has developed a fault (which is exceedingly unlikely, though possible) or another piece of your *Workbench* software is corrupt.

Have you tried making another copy of your original *Workbench* disk and booting up from that? If you have made a lot of changes to *Workbench* it is possible that, with all the reading and writing to the disk, a file may have become corrupt or you may have deleted an important one (a library perhaps) which is needed.

I suggest you try gradually recreating your *Workbench* environment from scratch to find out what exactly is causing the problem.

FASTER, FASTER, FASTER...

Simon Shorrock, Skipton, North Yorkshire

You say that adding 32-bit Fast RAM to an Amiga 1200 speeds up 'operations' quite a bit. Does this mean that the frame update rate on games such as *F1GP* and *Wing Commander* will be quicker, and if so, is one megabyte enough?

Do these games benefit from a maths co-processor, and if not, what exactly does?

First off: yes, yes, yes, and yes.

The 32–bit Fast RAM added to your system will give you an average speed increase of about 200 per cent. This is because all the memory caches and so on can be accessed by the CPU without having to hang around waiting for the custom chips to have their go at the memory. Some games are written to take advantage of any speed benefits of your computer. For example *F1GP* will give a better animation frame rate.

A maths co-processor speeds up maths operations (strangely enough). It will show the greatest speed increase on intensive mathematical software, such as ray–tracers, spreadsheets and fractal programs. Some games benefit from a maths co-pro, especially when they involve vector graphics.

DISK DILEMMA

Odilla Smith

I got an A1200 for Christmas and I am having lots of trouble pushing my disks in. Are the *Workbench* disks blank or is there something on them? And what about the *DPaint* disks?

No, the Workbench disks are most certainly not blank. They contain the information which allows the Amiga to boot up. You should make copies of these disks (see the Coverdisk section – pages 8-13 – for more information on how to do so.). The *Deluxe Paint* disks contain a rather excellent paint package. Try putting the disk in the drive and then turning your machine on – the program should load and run automatically.

When we refer to a blank disk in the magazine, we mean a disk which does not contain any files. It could be formatted or unformatted depending on the context. I suggest you read the documentation that came with your machine.

SICK CHIP

Vicky Moloney, Slough, Berks



Never mind about your A600, look on the bright side and get yourself a nice new A1200 (above).

My bog standard A600 is about a year old and has given me no trouble at all until recently. About a week ago, it started to crash frequently, but it would reboot without any trouble, so it was still usable and I didn't worry too much about it.

Now, however, it will not boot up at all. Regardless of whether or not there is a disk in the internal drive, all I get is a bright orange screen for about seven seconds, the caps lock LED flashes once, followed by a dark screen for one second, then back comes the orange screen, and so on.

Can anything be done, or is this a good excuse to buy an A1200?

Oh dear, how sad, never mind. You have got Chip RAM problems. One of the RAM chips is faulty and since they are all surface mounted you have no chance at all of fixing it yourself. You could send it off to be repaired, but unless you choose a

Continued overleaf ☛

fixed price repair centre it will cost you almost as much as a new machine. It looks like the A1200 might be the best option.

NOT INSTALLED AT ALL

Bryn L Edwards, Holyhead, Anglesey

I am the (now not–so) proud owner of an A1200 with a 209Mb hard disk. I have the standard 2Mb RAM. I purchased the Amiga from Silica Systems, because I was anxious to purchase a Commodore–approved hard disk upgrade.

Upon obtaining the machine I was surprised, but not initially worried, to discover that I was not supplied with the install disk but with GVP's *Faaast Prep.* program instead. Still, I thought, why worry? It's official...

My first problem was data corruption. Programs of above a certain length either installed correctly only on disk or did not install at all. Following your handy tip in *AF55* I used the GVP program to adjust the MAX Transfer rate. A miracle! *Wordworth* now installed properly. Joy!! Like a lunatic I set about installing all my favourite programs on to my hard disk. Then disaster!

I sought to install my upgrade of *X-copy* on to the hard disk. I attempted to do this via the old click-and-drag routine (C/T had worked splendidly on my old A600 HD). However, I loaded the floppy via Workbench, opened up the Workbench drawer on the hard disk and tried to drag the X-copy icon in to it. To my horror the Workbench drawer icon also moved. The message: 'Cannot copy Workbench on to Workbench' was flashed at me. It was impossible to stop the operation. The result? The Workbench drawer was re-labelled N-Dos. I had to boot from the floppy to re–start the machine.

I could not get any result out of clicking on what had been the Workbench drawer on the hard disk so I formatted the disk, and attempted to re-install Workbench using *Faaast Prep.* I can't. I've tried getting Workbench back on to the disk using 'point click and drag'. The result, as you've guessed, is rubbish. How can I re–install Workbench on to my hard disk?

You should really have got a Workbench installer disk when you purchased the Amiga, and in your position I would contact Silica and ask for one. There is one available in the Public Domain now.

Clicking and dragging is not going to achieve much more than getting you frustrated. You could copy all the files across using the time-honoured Shell method:

```
Copy DF0:#? HD0: ALL QUIET
```

with Workbench in the internal drive. You can then copy over the contents of the other disks, too, but you may need to edit your startup sequence to reconfigure Workbench to run from the hard drive. A word of caution: make sure that when you reformatted your drive you made it bootable.

DISK MASTERED

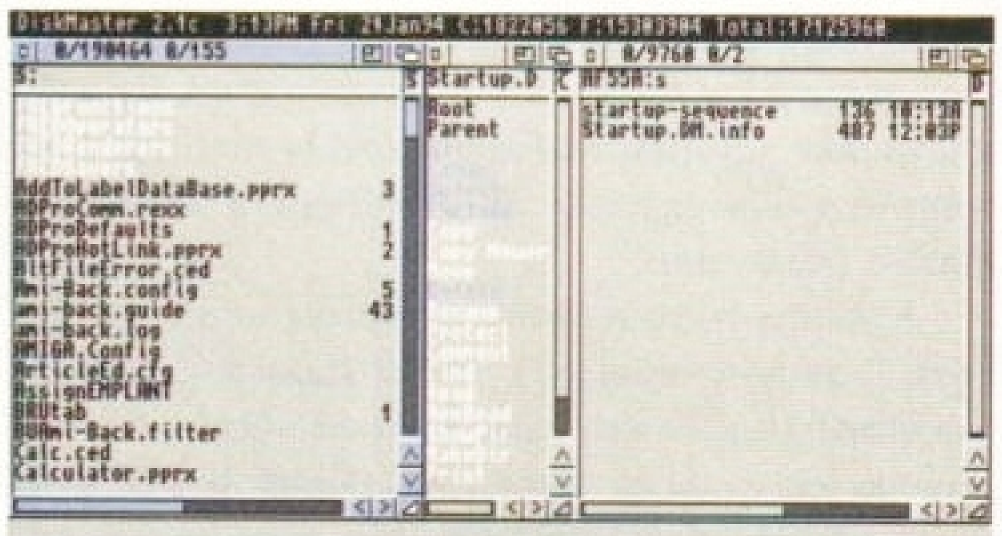
D W Joslin, Fiddington, Somerset

Congratulations on your Coverdisk, *Disk Master 2*. It is a most useful program. However, I am experiencing one problem with it – I can't save the edit function. I installed the software by dragging the icon on to my hard disk. It seems to load and run OK, and because I have plenty of space I haven't bothered to delete anything.

I followed the instructions you gave for installing the edit program and sure enough it appears at the bottom of the command window.

I have tried absolutely every way I can think of to save it, and there was even some disk activity, but on re-booting it seems that the program is no longer there.

I would be very grateful if you could tell me where I am going wrong. *Disk Master 2* is a very useful program which I would like to be able to use properly.



The *Disk Master 2* directory utility given away on Coverdisk 55, is completely user configurable

OK, don't despair, just yet, you are not going too far wrong. When you boot up from a disk certain directories are set up as Workbench defaults and assigns are created automatically.

These directories contain some useful system files. For example, the Libs directory contains libraries, and Fonts contains fonts used by the system, while the S directory is used to store configuration and startup files.

This S directory is the default location for *Disk Master 2* to save its configuration file – this is a file which tells it about the display options you have selected and lists the commands to put in the command window. When you run your copy of *Disk Master 2* it will check here.

Because you have moved the *Disk Master 2* icon, it may be confused about where its configuration file is stored. When you select 'Save Configuration' a requester will pop up. Make sure it says 'S:Startup.DM' before you press return. This should solve your problem.

In depth explanation INPUT DEVICES



Where would you be without a joystick or a mouse? Probably staring at your Amiga wondering how to communicate with it. Other input devices include graphics tablets, light pens, trackballs and, of course, the keyboard.

1 Joysticks are the most simple of input devices. They consist of little more than five switches which control up, down, left, right and fire. The nine-pin D-type connectors used are a relic from the days of the Atari VCS console of the early '80s.

2 Analogue joysticks bear more resemblance to a mouse than a traditional joystick. These devices respond proportionally to the movement of the stick, enabling more precise control of programs such as flight simulators and the like. The analogue joystick uses a variable resistance to indicate the position of the stick to the machine.

3 A mouse is slightly different to a joystick. The two buttons are simple switches that work just like a joystick trigger. Information regarding the movement of the mouse is transmitted as pulses of directional and quadrature information. This data originates from (usually) light sensors in the mouse, which count the notches in two spinning disks. The disks are connected to axles which move when the ball on the base of the mouse is moved.

4 A graphics tablet is of great use to artists and people involved with Computer Aided Design. A 'pen' or 'puck' is moved over a rectangular base. A sensor in the pen locates itself by detecting electronics embedded into the base of the tablet. Graphics tablets on the Amiga are usually connected via the serial port and require driver software (normally supplied) to translate the incoming data into pointer movements.

5 The keyboard has not remained the same on all Amiga models. In fact, the early A500 keyboard is radically different to that of the A1200. It used to contain sophisticated intelligent electronics but it was bad enough having a computer that was smarter than the user, without having the keyboard joining in too. The keyboard works on a multiplexed matrix system. Each key creates a unique code which is then transmitted to the computer via a six-wire connector.

6 A trackball is a mouse replacement. It works in exactly the same way as a mouse except upside down. The ball is a lot larger and is positioned on top of the device so the user can move it with his or her fingers. Originally developed for use in the arcade. (Does anyone remember *Missile Command* and *Centipede*?)

7 A light pen is another mouse replacement tool. This device has a light sensor in the pen barrel. When the pen is placed on the screen, it detects the pixel refresh. By doing some calculations, the Amiga is then able to work out where the pen is pointing. These devices were mildly popular in the '80s, but have faded from fashion because they were fairly inaccurate and required the user to sit at a very unsafe distance from the VDU.



INTRODUCTION TO WORKBENCH

Part 3

Pat McDonald continues his series of Workbench tutorials by explaining explains just how the Amiga actually processes your commands through the Shell.

UP TO NOW, nearly all you've learned involves pushing a mouse around a desk. For just using an Amiga, that's usually enough. But the Amiga doesn't really start with Workbench – it starts when it sees a disk that it can boot from (floppy, hard or PCMCIA). This initial process involves something called a Shell, which normally runs a command – LoadWb – which activates the Workbench. A Shell is turned off by running the command Endcli (well, you could use Endshell, but Endcli saves you typing).

Shells are pathways between the computer and you. The difference between a Shell and Workbench is that Shells only obey lists of commands typed in on the keyboard. These lists of commands, or scripts, can also be stored as files on a disk and run automatically, saving you a lot of typing for commonly used procedures. If you can't find your way around a keyboard, then learn before you attempt to get to grips with the Shell. The posh term for Shell is an AmigaDOS Command Line Interface. Before there were any Shells, there were CLIs.

Another major difference between Shells and the Workbench is that more than one Shell can be operational at the same time. So if you are planning on pushing your multitasking Amiga to the limits, then some knowledge of how to tell the Shell what to do is essential.

The good news – Shells are case insensitive, which means that it doesn't matter if you use big or little letters. "ENDCLI" is the same as "eNdclI". Also, if you press the cursor up arrow, your last command can be quickly edited.

The bad news – Shell is complex stuff for beginners. If you wanted to learn how to use the Shell to 100 per cent of its potential, it could take you a lifetime. In my opinion, the guy in the UK who currently knows most is my old mucker Mark Smiddy. So if you want the full lowdown on how it works, get his book *Mastering AmigaDOS 3*, which is worth every penny of the £21.95 price. (Bruce Smith Books, ISBN 1-873308-08-6).

It's not light reading, more of a reference work. The only way to really appreciate Shell is to get your hands dirty and examine just how Coverdisks and other self booting disks are set up. If you've used any other machine with a DOS (a Disk Operating System, such as CPM or MSDOS), then AmigaDOS should be fairly straightforward.

If, however, you are pretty new to computers and don't understand what a DOS is, then the best advice I can give you is to be very patient. It takes time. Also, don't get Shell confused with programming. Shell is a system to set up and run programs on the Amiga.

Programming is where you literally command the computer at every step of a complicated proces. Games are programs, word processors and other utilities are programs. Learning how to create them is very difficult indeed compared with learning how to use the Shell. Good Luck!

DEFAULT PATHNAMES

Most commonly-used Shell programs are kept in a special directory called C (short for Commands). Now, because that's where a Shell expects to find commands as standard, that is where they are. So you don't need to type Sys:C/ and then the command – a Shell will expect to find them there.

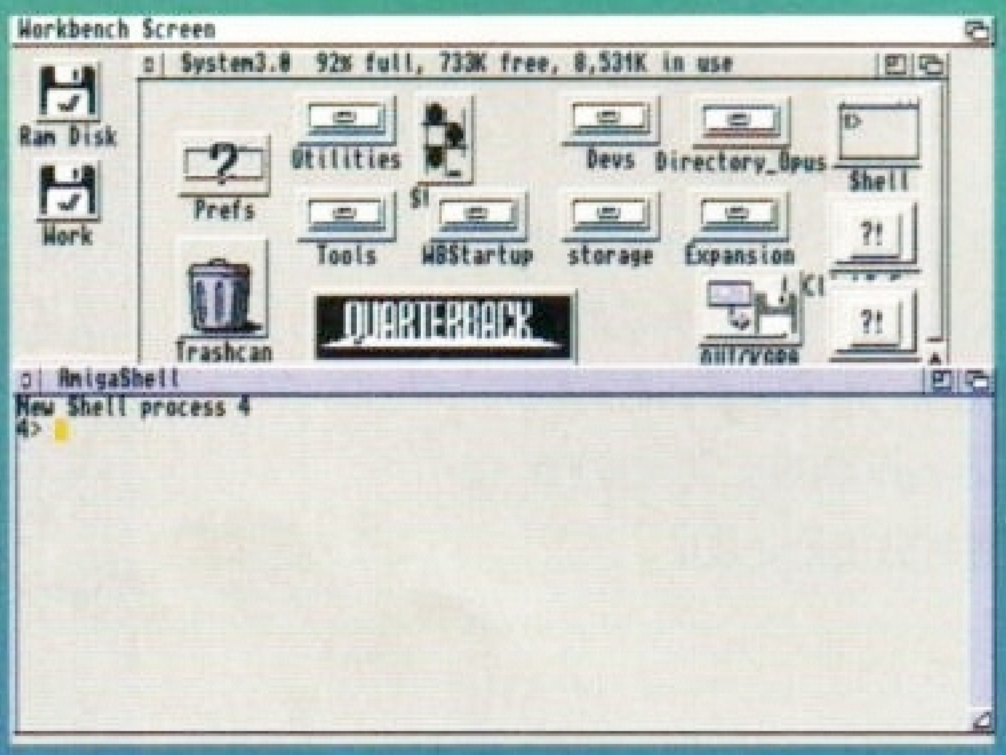
SYS: is an Amiga shorthand name for 'The disk you have just booted up from', and 99 per cent of the time that's the Workbench floppy disk or a hard disk (assuming you are lucky enough to have acquired one). Again, this is a default – it's what the Amiga expects.

What is the point of this? Why would you want to run programs from the Shell, rather than clicking on a Workbench icon? Well, if you wanted a self-booting disk to automatically display an animation, you would normally have to write a custom startup-sequence.

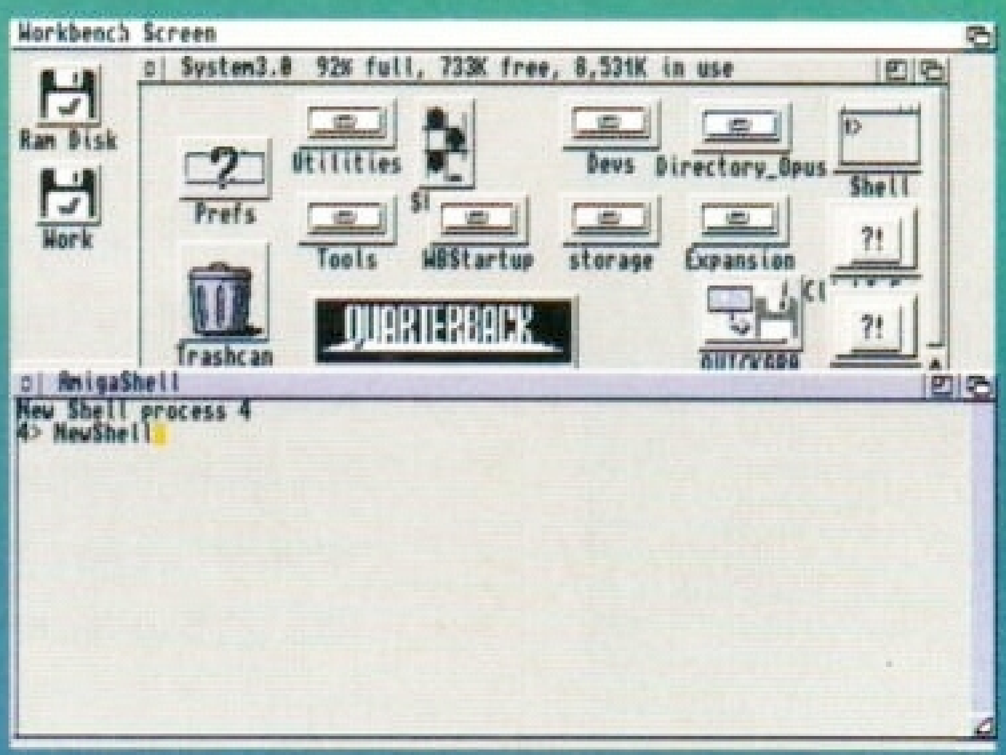
Such a script would not actually contain the steps to display the animation – you would also have to find an animation player program, and put that on your autobooting disk too. I'll be coming back to this at a later date.

Another point (fairly minor these days) is that although most programs run from Workbench, a small minority HAVE to be run from a Shell, otherwise they just don't work. The reverse of this – a program running from Workbench but not a Shell – is extremely rare. Ignore Shell at your peril!

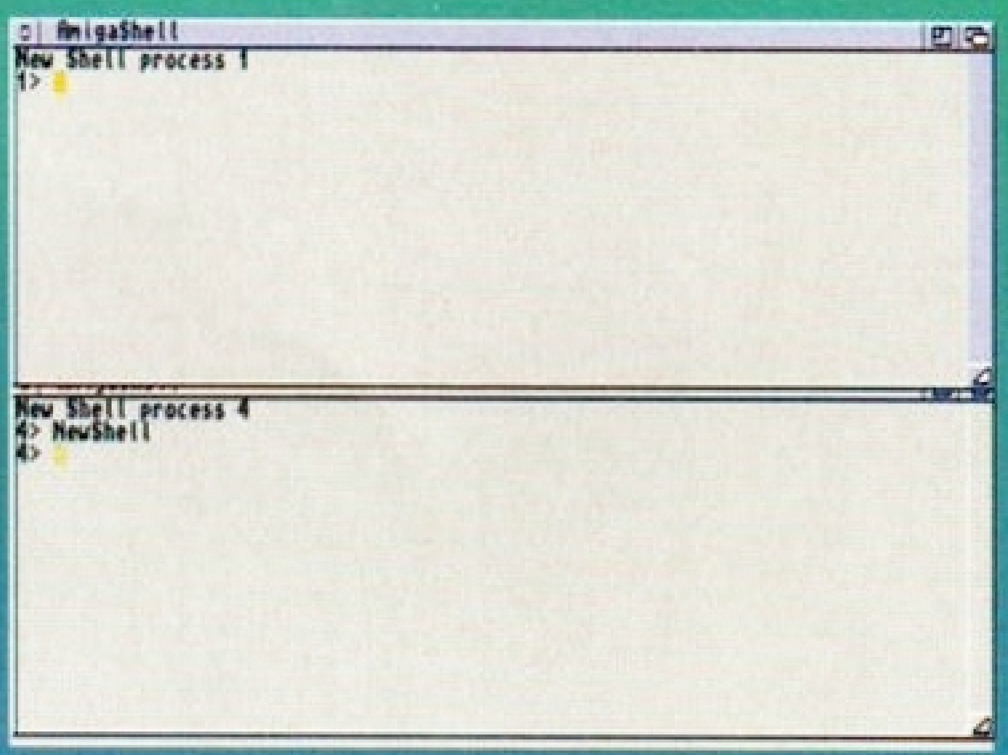
HOW TO TYPE COMMANDS INTO A SHELL WINDOW



1 Get to a Shell. Either hold down Ctrl and the D keys to abort the initial Shell, or double click on a handy Shell icon from Workbench. You are using a copy of your Workbench floppy disk, aren't you? Because if you mess up, I can't come around and sort it out.



2 The first word you type into a Shell is the pathname to a program. That means the name of the disk, any directories and the final name. If you don't know what I'm talking about, then check out last month's tutorial or your manual on pathnames. Here, I'm running the Newshell program, which sets up a fresh Shell to type into. Press the return key (got an arrow with an L shape on it) to enter the command.

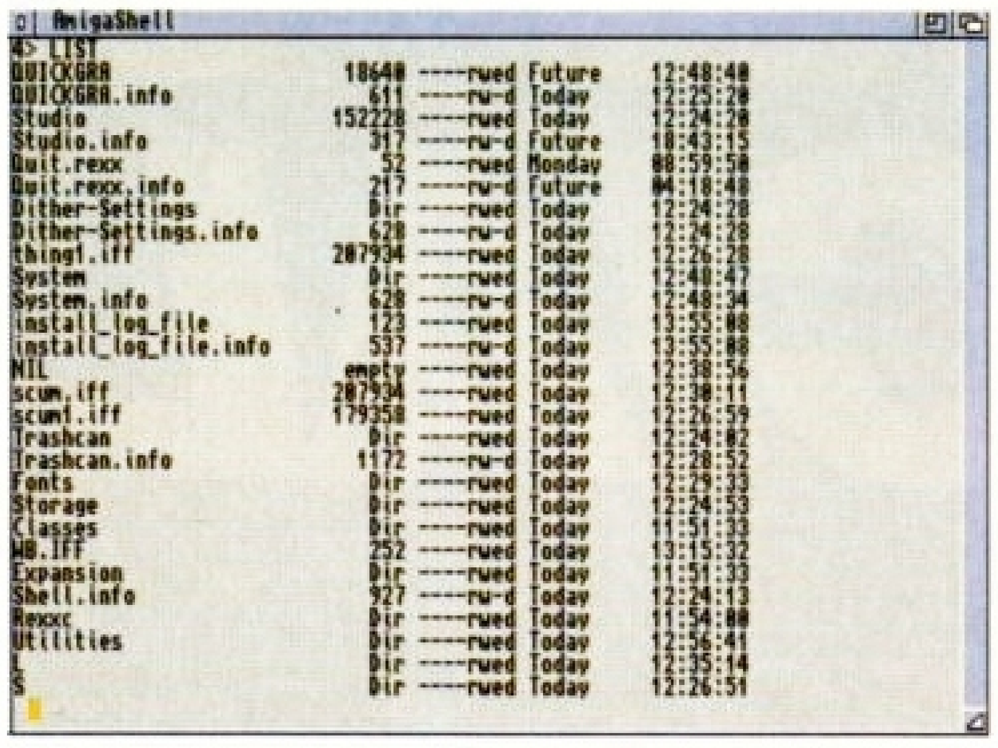


3 Click and drag the the two Shell's titlebars to sort out which one you are typing into. Unless you select a Shell (just click anywhere inside it) then what you type will not be pumped into a Shell. So if no words appear, then either your keyboard is broken or your Shell hasn't been selected.

A FEW COMMONLY–USED COMMANDS

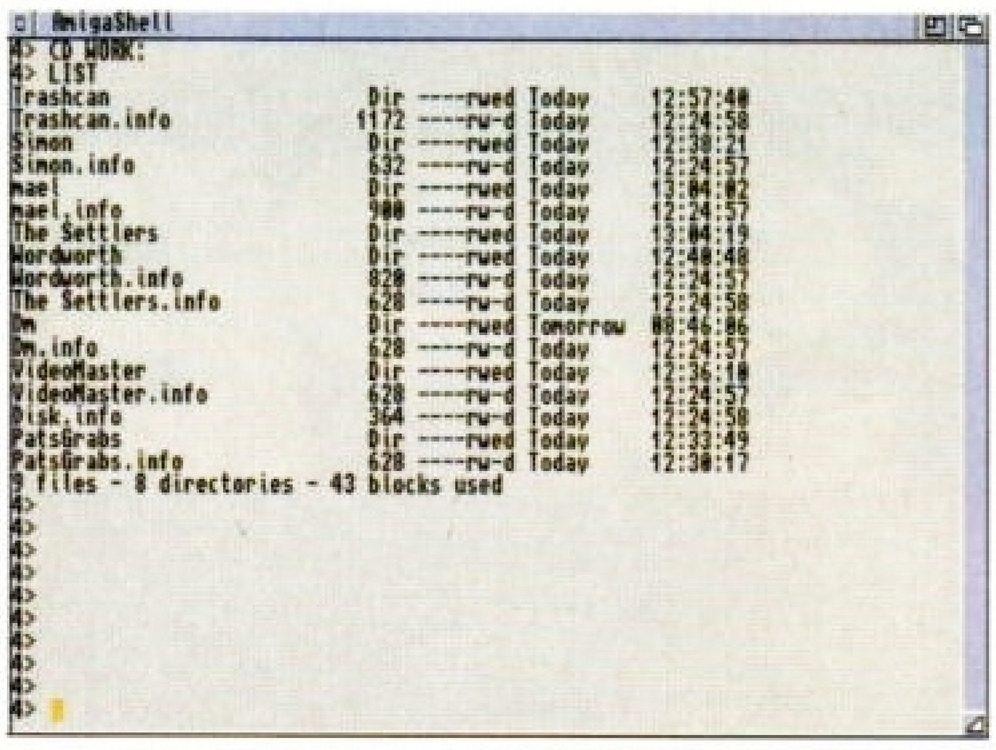
OK, so writing a full startup-sequence is a tricky business. Here are some useful little commands to help you look around disks and find out more for yourself.

LIST



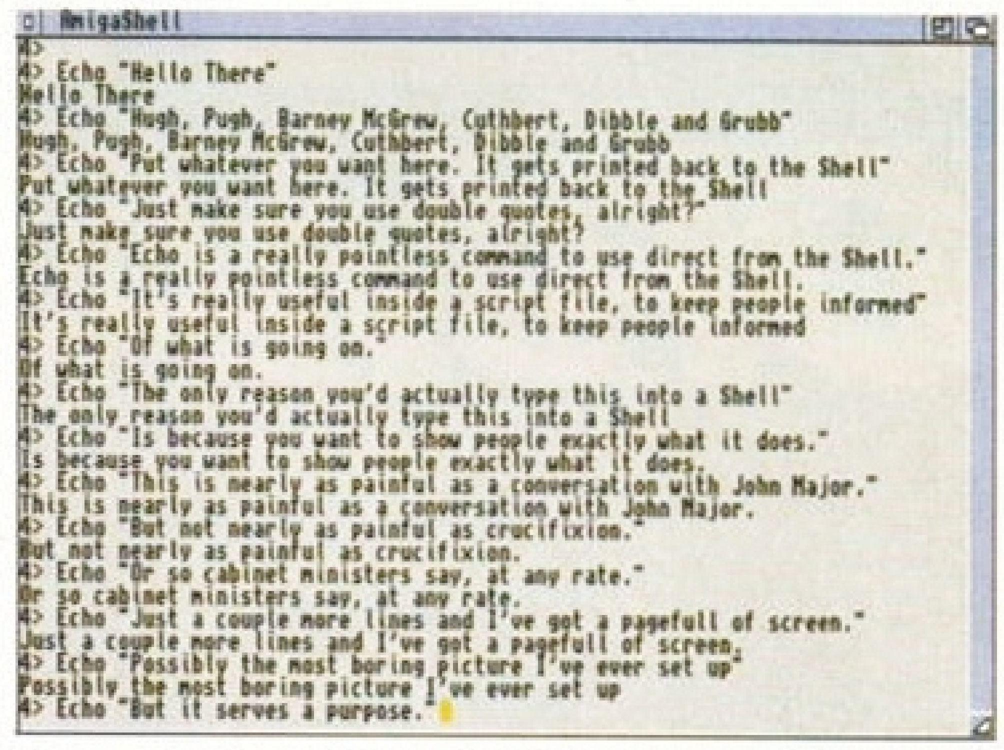
The list command will produce a comprehensive listing of the drawer at which a Shell is looking. Although it produces useful information for a whole drawer (something that is a bit slower with Workbench IF you're a good typist) the listing isn't sorted into A-Z order. If you want an alphabetical listing, use DIR instead. Both commands can have a full or partial pathname added to look at a disk, drawer or file.

CD



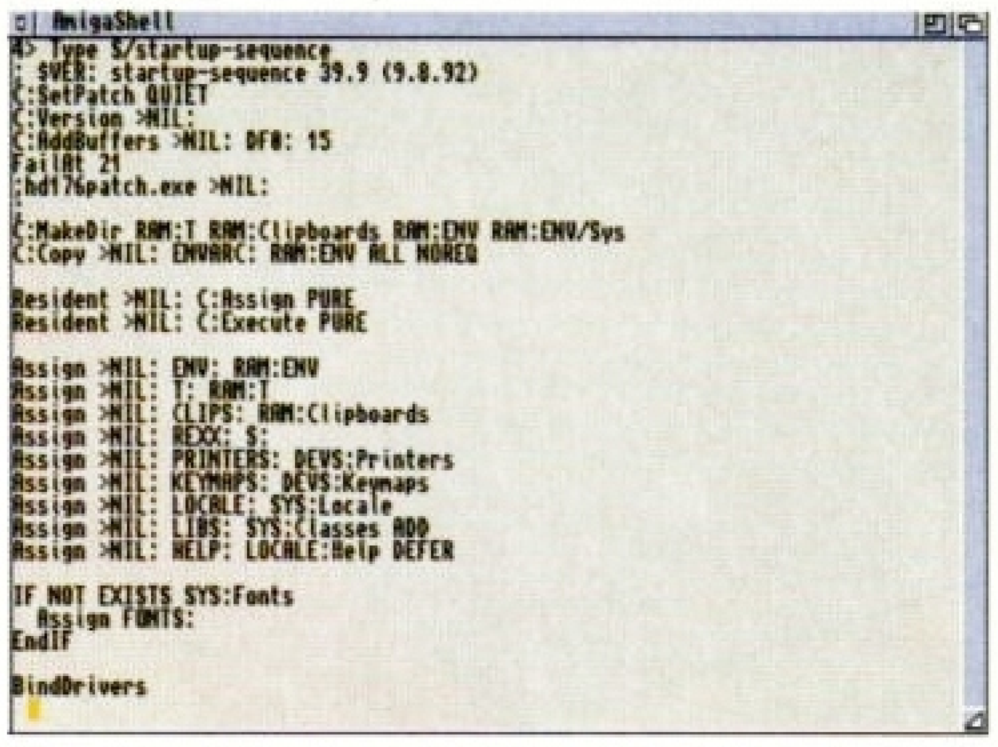
CD changes the directory that the current Shell is looking at. It can either have a pathname after it, or a slash (/) or two. If you follow it with slashes instead of a pathname, then it will just go back a directory towards the root directory of a disk. The CD command saves you having to type a lot full disk names, directory names and file names.

ECHO



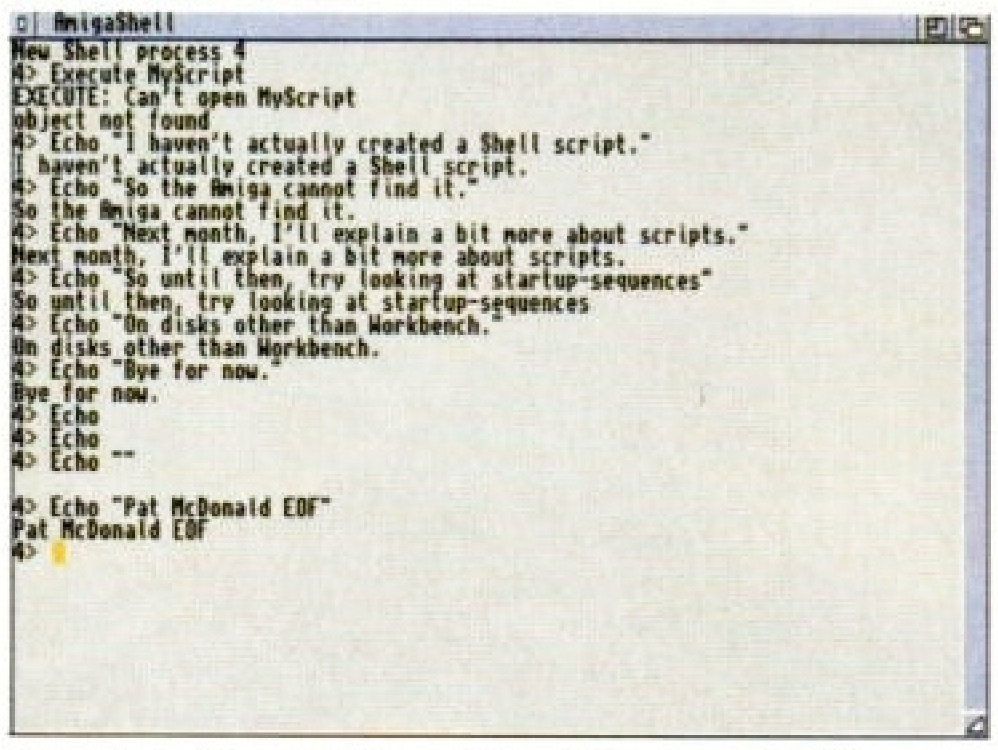
You nearly always follow the Echo command with a message in quotes that gets printed on the screen. If you use it on its own (without the message in quotes), it just prints a blank line. Echo is hardly ever used from the Shell direct, but is commonly used in script files to tell the person using the Amiga what is going on.

TYPE



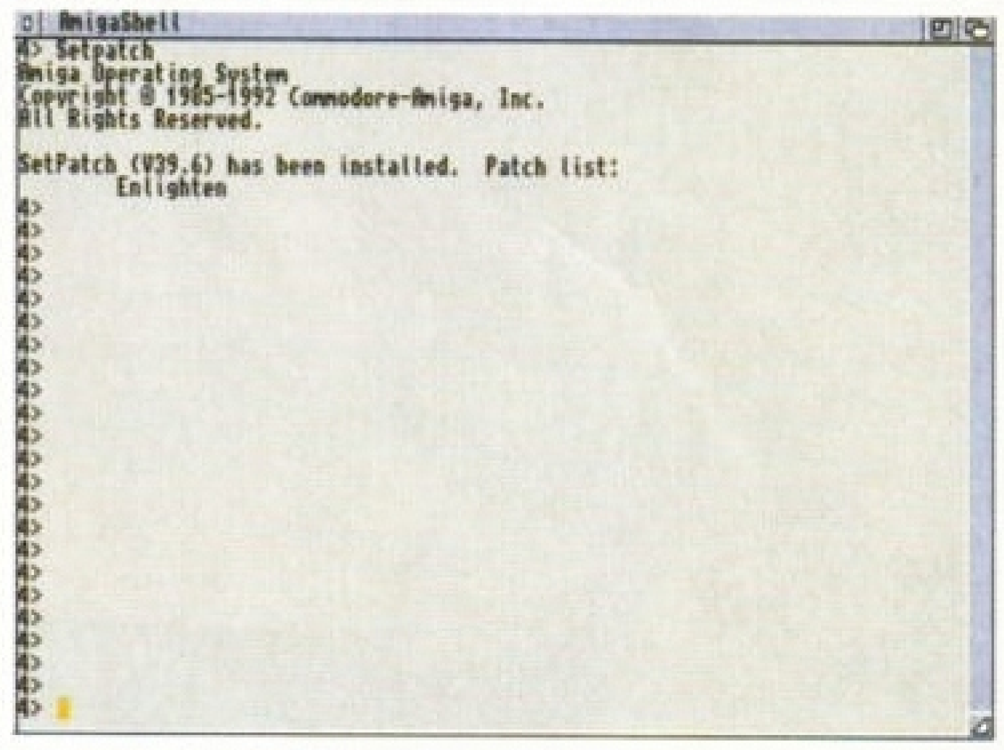
Type will print out a text file. If a file contains non-printable characters, you may have to hit Return a couple of times to get back to a prompt.

EXECUTE

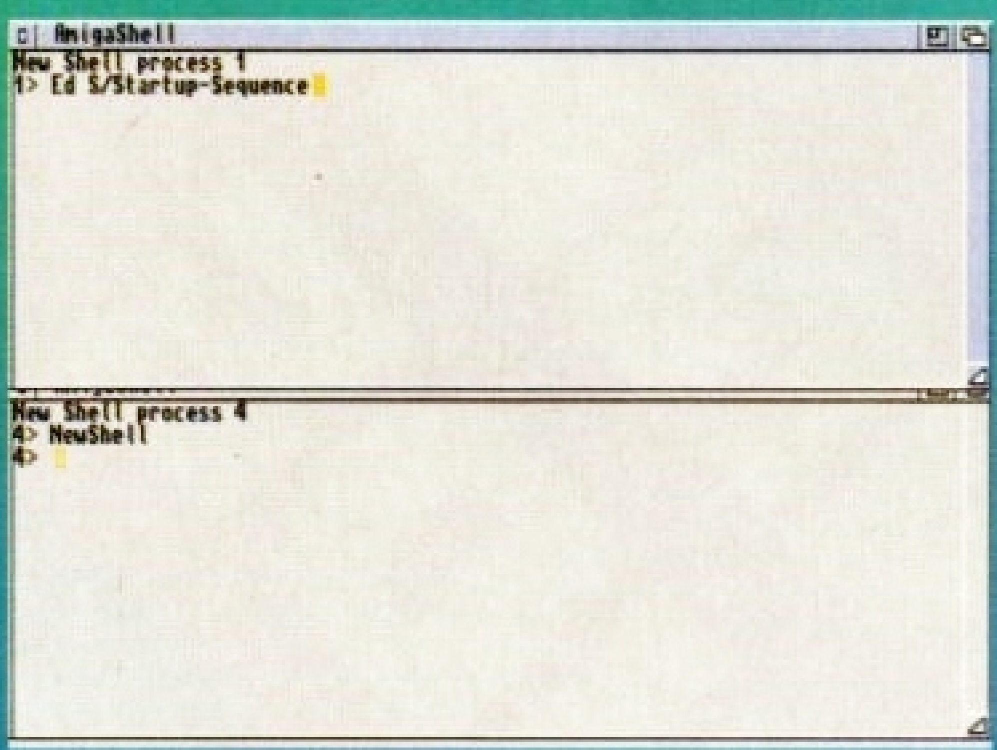


Execute is always followed by a filename. The file must be a text file containing proper Shell commands. Getting script files to work properly is tricky but has to be done to set up your own disks to run automatically.

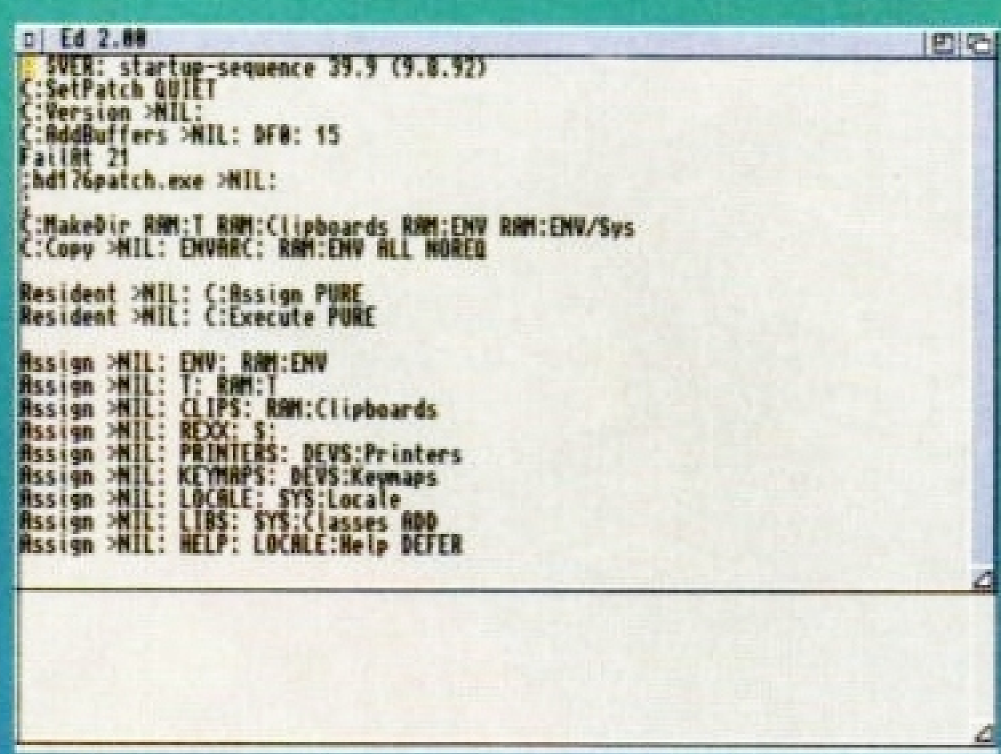
SETPATCH



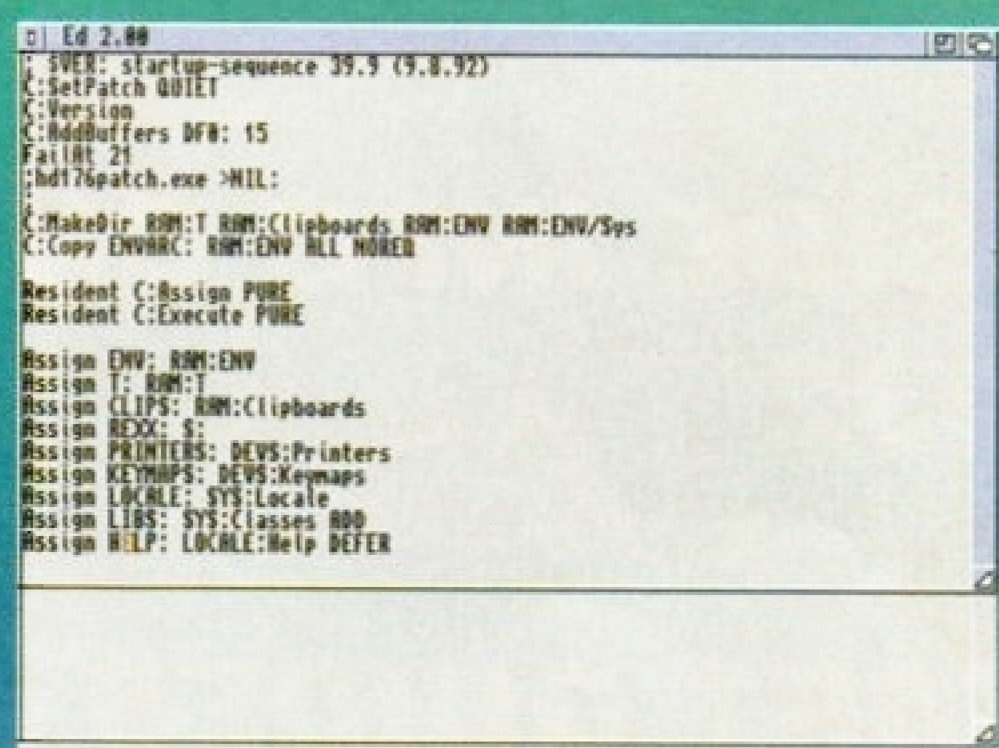
Setpatch should fix any known bugs in a given release of Workbench. It should be included in a startup-sequence script if it cures any problems – which it normally doesn't.



4 Ed is a program which lets you change text files. Here, the initial Shell script will be displayed – it's called Startup-Sequence. It's always in the S directory on all AmigaDOS bootable disks like Workbench and quite a few Coverdisks. Notice the space between Ed and startup-sequence. Remember, if a pathname contains a space, it must have quotes like this;- Ed "My File".



5 DON'T PANIC! You can abort Ed and any accidental changes by hitting Esc, then Q, then return. To actually save changes (which may mean recopying your Workbench disk) then type X instead of Q. What you are looking at is a list of Shell commands – if you use the down cursor arrow, then you should be able to spot the "LoadWB" and "EndCLI" bits at the end. The rest of it sets up Workbench as standard, and can be customised to run any sequence of programs before Workbench is loaded. Now you know why you need a book to appreciate every aspect of Shell.



6 Try this. Use the cursor keys and DEL or backspace to rub out all the ">NIL:" entries. This will display all the hidden system messages which are normally redirected to a disk called "NIL:". Nil doesn't really exist – think of it as an infinite limbo to dump useless messages. Although file redirection is very important, I judge it cruel for you to jump before you can crawl, so I'll go into more detail in a future issue.

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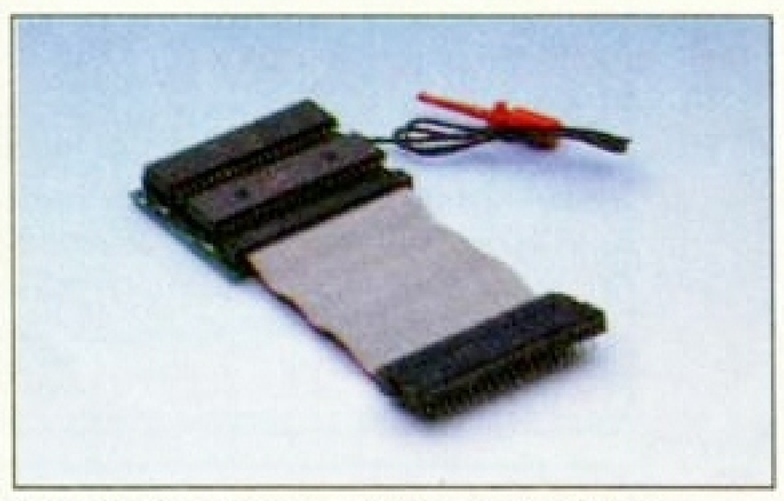
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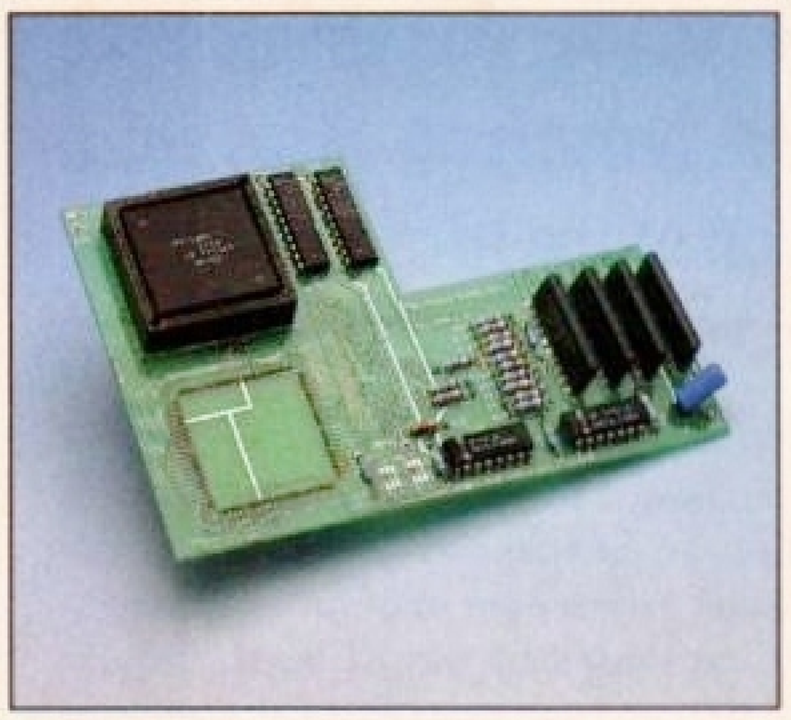
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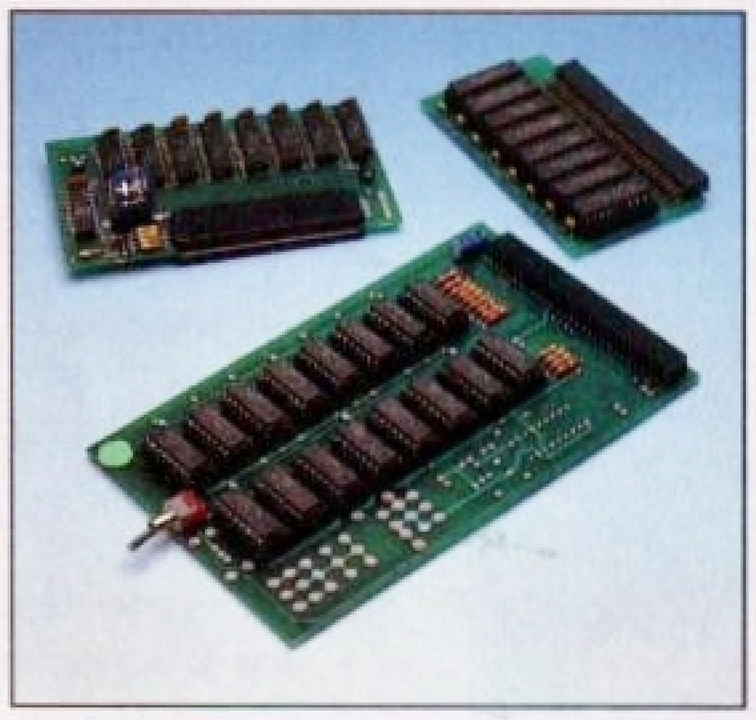


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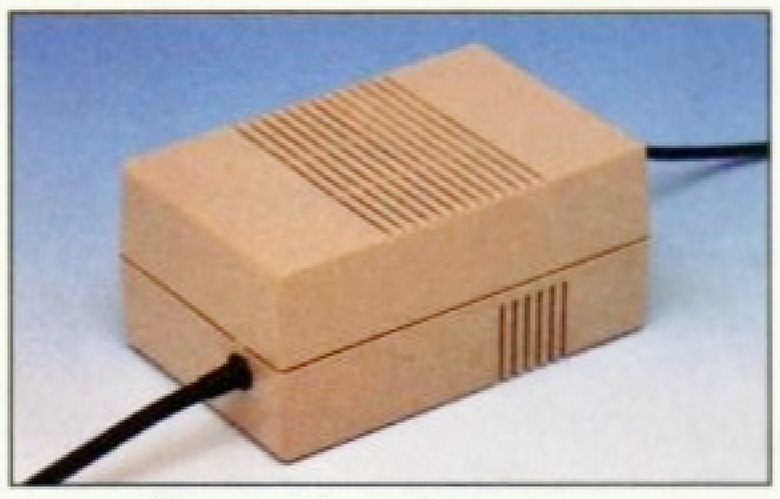
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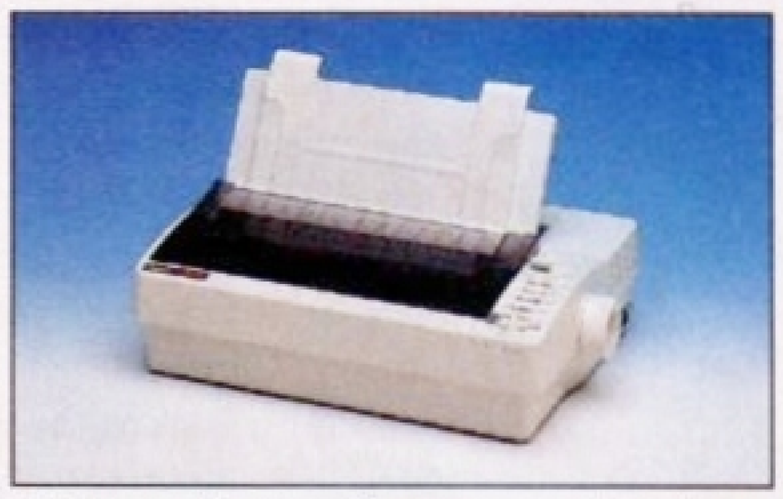
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BLITZ BASIC

Part 6

If you've followed our Blitz tutorials from the beginning, you should have got to grips with the basics. This month Simon Armstrong takes you a step further and concludes his explanation of the Blitz commands.



GET BLITZ!
If you want the *Blitz Basic* Coverdisk from *AF*52, turn to page 140 to order your back issue. To get the full *Blitz Basic 2* package at a discount price, see Mail Order on pages 144-145.

BLITTERS

Function: **EraseMode**
Syntax: **EraseMode**
Modes: Amiga/Blitz
The EraseMode function returns a value which may be used by one of the commands involved in Blitting modes. Using EraseMode as a Blitting mode causes a Blitted shape to erase a section of a Bitmap corresponding to the outline of the shape.

Statement: **InvMode**
Syntax: **InvMode**
Modes: Amiga/Blitz
The InvMode function returns a value which can be used by one of the commands involved in Blitting modes. Using InvMode as a Blitting mode will make a shape invert a section of a Bitmap corresponding to the outline of the Blitted shape.

Statement: **SolidMode**
Syntax: **SolidMode**
Modes: Amiga/Blitz
The SolidMode function returns a value which may be used by one the commands involved in the Blitting modes. Using SolidMode as a Blitting mode will cause a given shape to overwrite a section of a bitmap corresponding to the outline of the Blitted shape.

Statement: **Queue**
Syntax: **Queue** Queue#,Max Items
Modes: Amiga/Blitz
The Queue command creates a queue object for use with the QBlit and UnQueue commands. What is a queue? Well, queues (in the *Blitz 2* sense) are used for the purpose of multi-shape animation. Before going into what a queue is, let's have a quick look at the basics of animation. Say you want to get a group of objects flying around the screen. To achieve this, you will have to construct a loop similar to the following:

Step 1: Start at the first object.
Step 2: Erase the object from the display.
Step 3: Move the object.
Step 4: Draw the object at its new location.
Step 5: If there are any more objects to move, go on to the next object and then go to step 2.
Step 6: go to step 1.

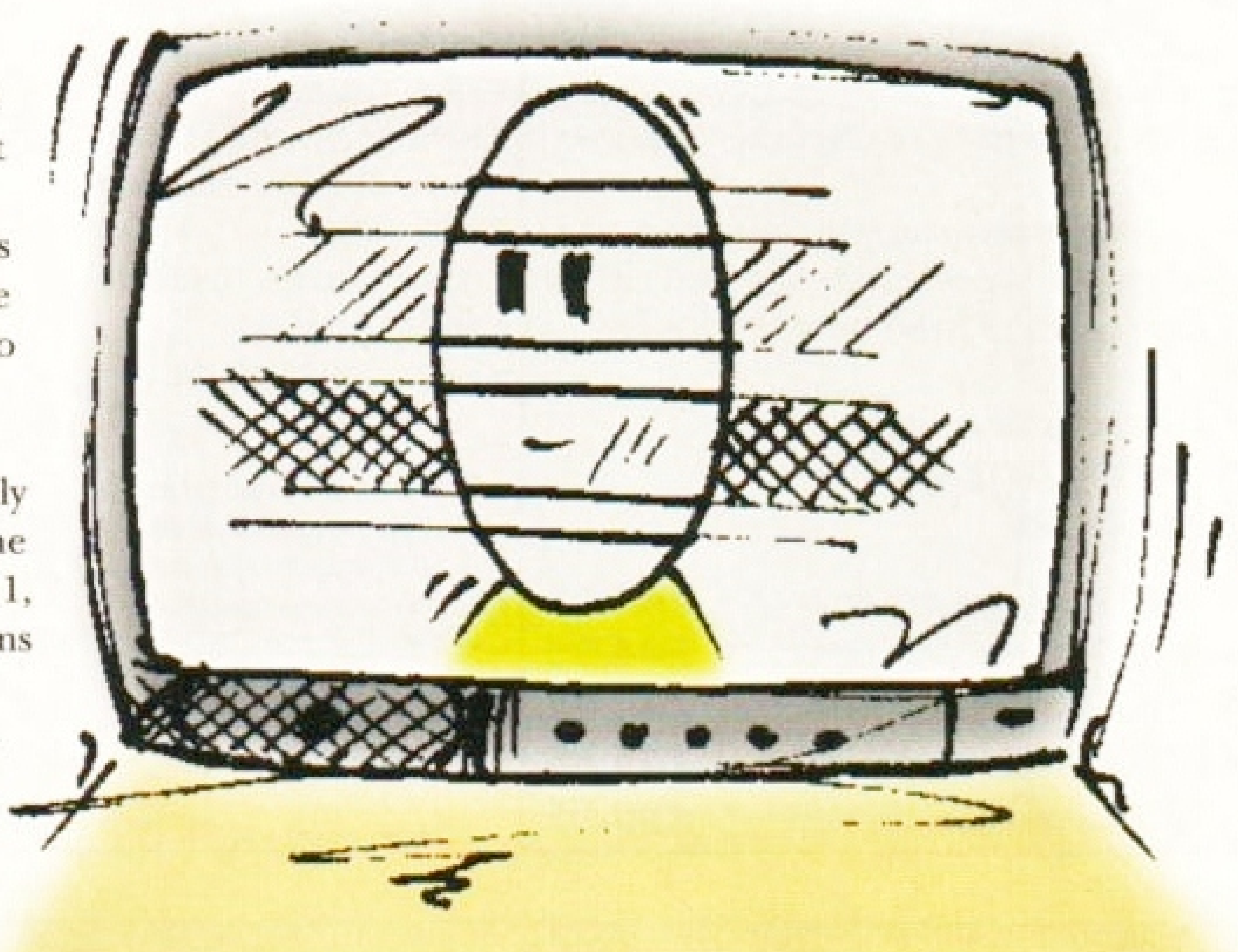
Step 2 is very important, because if it is left out, all the objects will leave trails behind them! However, it is often very cumbersome to have to erase every object you wish to move. This is where queues are of use.

Using queues, you can 'remember' all the objects drawn through a loop, then, at the end of the loop (or at the start of the next loop), erase all the objects 'remembered' from the previous loop. Let's have a look at how this works:

Step 1: Erase all objects remembered in the queue
Step 2: Start at the first object.
Step 3: Move the object.
Step 4: Draw the object at its new location, and add it to the end of the queue.
Step 5: If there are any objects left to move, go on to the next object, then go to step 3.
Step 6: Go to step 1.

This is achieved quite easily using *Blitz 2*'s queue system. The UnQueue command performs step 1, and the QBlit command performs step 4.

The Queues command's purpose is to initialize the actual queue used to remember objects in. Queue must be told the maximum number of items the queue is capable of remembering, which is specified in the Max Items parameter.



Statement: **QBlit**
Syntax: **QBlit** Queue#,Shape#,X,Y[,Excessonoff]
Modes: Amiga/Blitz
QBlit performs similarly to Blit, and is also used to draw a shape on to the currently used bitmap. Where QBlit differs, however, is in that it also remembers (using a queue) where the shape was drawn, and how big it was. This allows a later UnQueue command to erase the drawn shape.

Please refer to the Queue command for an explanation of the use of queues.

The optional Excessonoff parameter works identically to the Excessonoff parameter used by the Blit command. Please refer to the Blit command for more information on this parameter.

Statement: **UnQueue**
Syntax: **UnQueue** Queue#[,BitMap#]
Modes: Amiga/Blitz
UnQueue is used to erase all 'remembered' items in a queue. Items are placed in a queue by use of the QBlit command. Please refer to Queue for a full explanation of queues and their usage. An optional BitMap# parameter may be supplied to cause items to be erased by way of 'replacement' from another bitmap, as opposed to the normal 'zeroing out' erasing.

Statement: **FlushQueue**
Syntax: **FlushQueue** Queue#
Modes: Amiga/Blitz
FlushQueue will force the specified queue object to be 'emptied', causing the next UnQueue command to have no effect.

Statement: **QBlitMode**
Syntax: **QBlitMode** BLTCON0
Modes: Amiga/Blitz
QBlitMode allows you to control how the blitter operates when QBlitting shapes to bitmaps. For more information on this command refer back to the explanation of the BlitMode command in Tutorial Five in *AF*56.

Statement: **Buffer**
Syntax: **Buffer** Buffer#,Memorylen
Modes: Amiga/Blitz
The Buffer command is used to create a buffer object. Buffers are similar to Queues in concept, but operate slightly differently. If you have not yet read the description of the Queue command (above), it would be a good idea to do so before you go any further.

The Buffer-related commands are very similar to the Queue-related commands – Buffer, BBlit, and UnBuffer, and are used in exactly the same way. Where buffers differ from queues, however, is

in their ability to preserve background graphics. Whereas an UnQueue command normally trashes any background graphics, UnBuffer will politely restore whatever the BBlits may have overwritten. This is achieved by the BBlit command actually performing two blits.

The first blit transfers the area on the bitmap which the shape is about to cover to a temporary storage area – while the second blit actually draws the shape on to the bitmap. When the time comes for you to UnBuffer all those BBlits, the temporary storage areas will be transferred back to the disrupted bitmap.

The Memorylen parameter of the Buffer command refers to how much memory, in bytes, should be put aside as temporary storage for the preservation of background graphics. The value of this parameter varies depending upon the size of shapes to BBlited, and the maximum number of shapes to be BBlited between UnBuffers.

A Memorylen of 16384 should be plenty for most situations, but may need to be increased if you start getting 'Buffer Overflow' error messages.

Statement: **BBlit**
Syntax: **BBlit** Buffer#,Shape#,X,Y[,Excessonoff]
Modes: Amiga/Blitz
The BBlit command is used to draw a shape onto the currently used bitmap, and preserve the overwritten area into a previously initialized buffer. For more information on how buffers work, please refer to the Buffer command.

The optional Excessonoff parameter works identically to the Excessonoff parameter used by the Blit command. Please refer to the Blit command for more information on this parameter.

Statement: **UnBuffer**
Syntax: **UnBuffer** Buffer#
Modes: Amiga/Blitz
UnBuffer is used to 'replace' areas on a bitmap overwritten by a series of BBlit commands. For more information on buffers, please refer to the Buffer command.

Statement: **FlushBuffer**
Syntax: **FlushBuffer** Buffer#
Modes: Amiga/Blitz
FlushBuffer will force the specified buffer object to be 'emptied', causing the next UnBuffer command to have no effect.

Statement: **BBlitMode**
Syntax: **BBlitmode** BLTCON0
Modes: Amiga/Blitz
BBlitMode allows you to control how the blitter operates when BBlitting shapes to bitmaps. Please refer to BlitMode for more information .

Statement: **Stencil**
Syntax: **Stencil** Stencil#,BitMap#
Modes: Amiga/Blitz
The Stencil command will create a stencil object based on the contents of a previously created bitmap. The stencil contains information based on all graphics contained in the bitmap, and may be used with the SBlit and ShowStencil commands.

Statement: **SBlit**
Syntax: **SBlit** Stencil#,Shape#,X,Y[,Excessonoff]
Modes: Amiga/Blitz
SBlit works in an identical way to the Blit command, and also updates the specified Stencil#. This is an easy way to render 'foreground' graphics to a bitmap.

Statement: **SBlitMode**
Syntax: **SBlitMode** BLTCON0
Modes: Amiga/Blitz
SBlitmode is used to determine how the SBlit command operates. Please refer to the BlitMode command for more detailed information on the blitting modes.

Statement: **ShowStencil**
Syntax: **ShowStencil** Buffer#,Stencil#
Modes: Amiga/Blitz
ShowStencil is used in connection with BBlits and stencil objects to produce a 'stencil' effect. Stencils allow you to create the effect of shapes moving 'between' background and foreground graphics. Used properly, stencils can add a sense of 'depth' or 'three dimensionality' to animations.

In order to understand the following, it is recommended that the description of the Buffer command first be read, as stencils and buffers are closely connected.

So what steps are involved in using stencils? To begin with, you need both a bitmap and a stencil object. A stencil object is similar to a bitmap in that it contains various graphics. Stencils differ, however, in that they contain no colour information. They simply determine where graphics are placed on the stencil. The graphics on a stencil usually correspond to the graphics representing 'foreground' scenery on a bitmap.

So the first step is to set up a bitmap with both foreground and background scenery on it. Next, a stencil is set up with only the foreground scenery on it. This may be done using either the Stencil or SBlit command. Now, we BBlit our shapes. This will, of course, place all the shapes in front of both the background and the foreground graphics. However, once all shapes have been BBlitted, executing the ShowStencil command will repair the damage done to the foreground graphics!

BLITZIO

This section refers to various Input/Output commands available in Blitz mode.

It should be noted that although the Joyx, Joyy, Joyr, and Joyb functions do not appear here, they are still available in Blitz mode.

Statement: **BlitzKeys**
Syntax: **BlitzKeys** On|Off
Modes: Blitz
The BlitzKeys command is used to turn on or off Blitz mode keyboard reading. If Blitz mode keyboard reading is enabled, the Inkey$ function may be used to gain information about keystrokes in Blitz mode.

Statement: **BlitzRepeat**
Syntax: **BlitzRepeat** Delay,Speed
Modes: Blitz
BlitzRepeat allows you to determine key repeat characteristics in Blitz mode. Delay specifies the amount of time, in fiftieths of a second, before a key will start repeating. Speed specifies the amount of time, again in fiftieths of a second, between repeats of a key once it has started repeating.

BlitzRepeat is only effective when the Blitz mode keyboard reading is enabled. This is done using the BlitzKeys command.

Function: **RawStatus**
Syntax: **RawStatus** (Rawkey)
Modes: Blitz
The RawStatus function can be used to determine if an individual key is being held down or not. Rawkey is the rawcode of the key to check for. If the specified key is being held down, a value of -1 will be returned. If the specified key is not being held down, a value of zero will be returned.

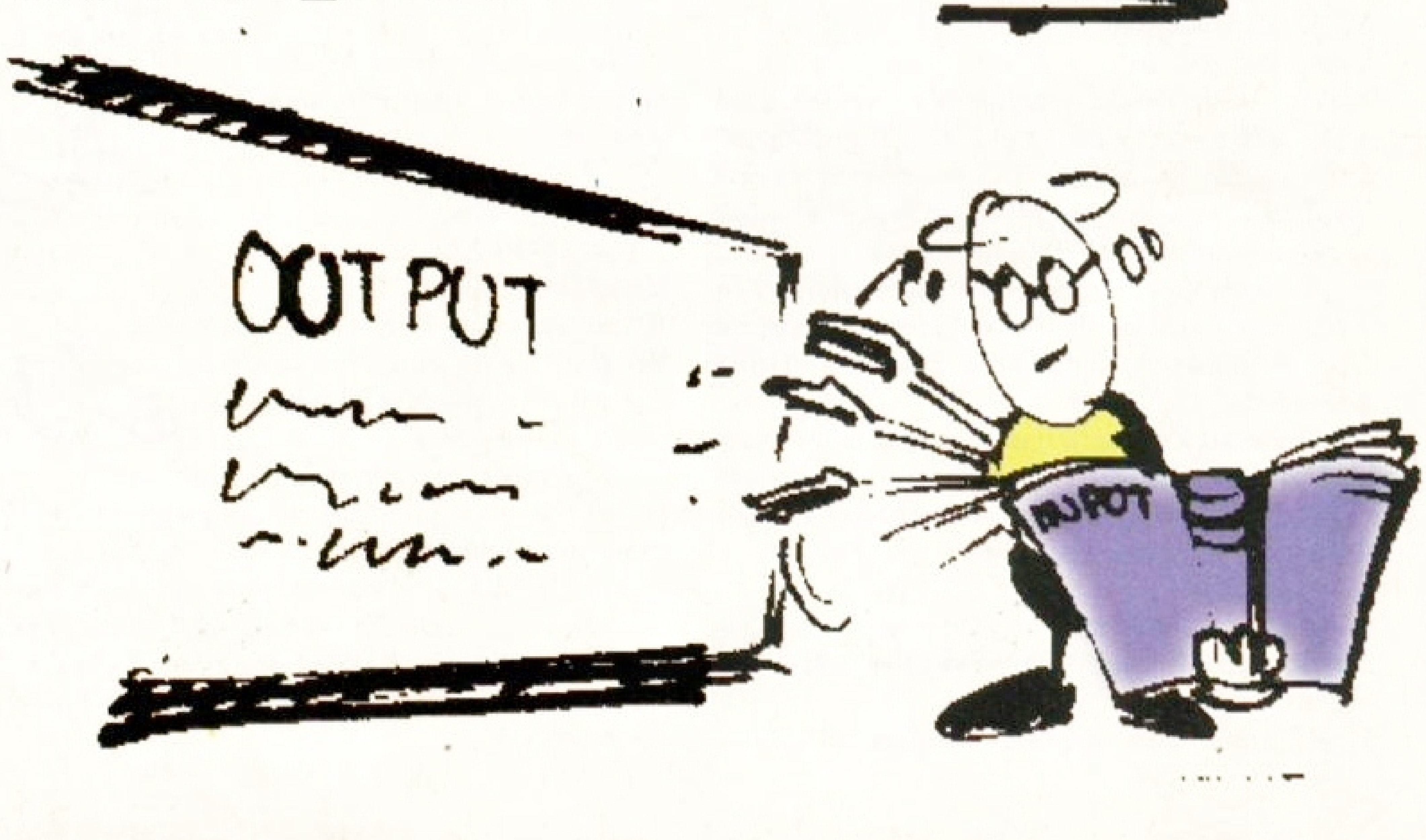
RawStatus is only available if Blitz mode keyboard reading has been enabled. This is done using the BlitzKeys command.

Statement: **Mouse**
Syntax: **Mouse** On|Off
Modes: Amiga
The Mouse command turns on or off Blitz mode's ability to read the mouse. Once a Mouse On has been executed, programs can read the mouse's position or speed in Blitz mode.

Statement: **Pointer**
Syntax: **Pointer** Sprite#,Sprite Channel
Modes: Blitz
The Pointer command allows you to attach a sprite object to the mouse's position in the currently used slice in Blitz mode.

To properly attach a sprite to the mouse position, several commands must be executed in the correct sequence. First, a sprite must be created using the LoadShape and GetaSprite sequence of commands. Then, a slice must be created in which

Continued overleaf



to display the sprite.A Mouse On must then be executed to enable mouse reading. Finally, Pointer is executed to attach the Sprite.

Statement: **MouseArea**
Syntax: **MouseArea** Minx,Miny,Maxx,Maxy
Modes: Blitz
MouseArea allows you to limit Blitz mode mouse movement to a rectangular section of the display. Minx and Miny define the top left corner of the area, Maxx and Maxy define the lower right corner. The MouseArea defaults to an area from 0,0 to 320,200.

Function: **MouseX**
Syntax: **MouseX**
Modes: Blitz
If Blitz mode mouse reading has been enabled using a Mouse On command, the MouseX function may be using to find the current horizontal location of the mouse.

If mouse reading is enabled, the mouse position will be updated every fiftieth of a second, regardless of whether or not a mouse pointer sprite is attached.

Function: **MouseY**
Syntax: **MouseY**
Modes: Blitz
If Blitz mode mouse reading has been enabled using a Mouse On command, the MouseY function may be used to find the current vertical location of the mouse. If mouse reading is enabled, the mouse position will be updated every fiftieth of a second, regardless of whether or not a mouse pointer sprite is attached.

Function: **MouseXSpeed**
Syntax: **MouseXSpeed**
Modes: Blitz
If Blitz mode mouse reading has been enabled using a Mouse On command, the MouseXSpeed function may be used to find the current horizontal speed of mouse movement, regardless of whether or not a sprite is attached to the mouse.

If MouseXSpeed returns a negative value, then the mouse has been moved to the left. If a positive value is returned, the mouse has been moved to the right.

MouseXSpeed only has relevance after every vertical blank. Therefore, MouseXSpeed should only be used after a VWait has been executed, or during a vertical blank interupt.

Function: **MouseYSpeed**
Syntax: **MouseYSpeed**
Modes: Blitz
If Blitz mode mouse reading has been enabled using a Mouse On command, the MouseYSpeed function may be using to find the current vertical speed of mouse movement, regardless of whether or not a sprite is attached to the mouse.

If MouseYSpeed returns a negative value, then the mouse has been moved upwards. If a positive value is returned, the mouse has been moved downwards.

MouseYSpeed only has relevance after every vertical blank. Therefore, MouseYSpeed should only be used after a VWait has been executed, or during a vertical blank interupt.

Statement: **LoadBlitzFont**
Syntax: **LoadBlitzFont** BlitzFont#,Fontname.font$
Modes: Amiga
LoadBlitzFont creates a blitzfont object. Blitzfonts are used in the rendering of text to bitmaps. Normally, the standard ROM resident topaz font is used to render text to bitmaps. However, you may use LoadBlitzFont to select a font of your choice for bitmap output.

The specified Fontname.font$ parameter specifies the name of the font to load, which MUST be in your FONTS: directory.

LoadBlitzFont may only be used to load eight by eight non-proportional fonts.

Statement: **Use BlitzFont**
Syntax: **Use BlitzFont BlitzFont#**
Modes: Amiga/Blitz
If you have loaded two or more blitzfont objects using LoadBlitzFont, Use BlitzFont may be used to select one of these fonts for future bitmap output.

Statement: **Free BlitzFont**
Syntax: **Free BlitzFont BlitzFont#**
Modes: Amiga/Blitz
Free BlitzFont 'unloads' a previously loaded blitzfont object. This frees up any memory occupied by the font.

Statement: **BitMapOutput**
Syntax: **BitMapOutput** BitMap#
Modes: Amiga/Blitz
BitMapOutput may be used to redirect Print statements to be rendered on to a bitmap. The font used for rendering may be altered using LoadBlitzFont. Fonts used for bitmap output must be eight by eight non-proportional fonts.

BitMapOutput is mainly of use in Blitz mode, as other forms of character output become unavailable in Blitz mode.

Statement: **Colour**
Syntax: **Colour** Foreground Colour[,Background Colour]
Modes: Amiga/Blitz
Colour allows you to alter the colours use to render text to bitmaps. Foreground colour allows you to specify the colour text is rendered in, and the optional Background colour allows you to specify the colour of the text background.

The palette used to access these colours depends on whether you are in Blitz mode or in Amiga mode. In Blitz mode, colours will come from the palette of the currently used slice. In Amiga mode, colours will come from the palette of the screen the bitmap is attached to.

Statement: **Locate**
Syntax: **Locate** X,Y
Modes: Amiga/Blitz
If you are using BitMapOutput to render text, Locate allows you to specify the cursor position at which characters are rendered.

X specifies a character position across the bitmap, and is always rounded down to a multiple of eigth.

Y specifies a character position down the bitmap, which may be a fractional value. For example, a Y value of 1.5 will set a cursor position one and a half characters down from the top of the bitmap.

Each bitmap maintains its own cursor position. The Locate statement alters the cursor position of the bitmap specified in the most recently executed BitMapOutput statement.

Function: **Cursx**
Syntax: **CursX**
Modes: Amiga/Blitz
When using BitMapOutput to render text to a bitmap, CursX may be used to find the horizontal character position at which the next character Printed will appear.

CursX will reflect the cursor position of the bitmap specified in the most recently executed BitMapOutput statement.

Statement: **CursY**
Syntax: **CursY**
Modes: Amiga/Blitz
When using BitMapOutput to render text to a bitmap, CursY may be used to find the vertical character position at which the next character Printed will appear.

CursY will reflect the cursor position of the bitmap specified in the most recently executed BitMapOutput statement.

Statement: **BitMapInput**
Syntax: **BitMapInput**
Modes: Blitz
BitMapInput is a special command designed to allow you to use Edit$ and Edit in Blitz mode.

To work properly, a BlitzKeys On must have been executed before BitMapInput. A BitMapOutput must also be executed before any Edit$ or Edit commands are encountered.



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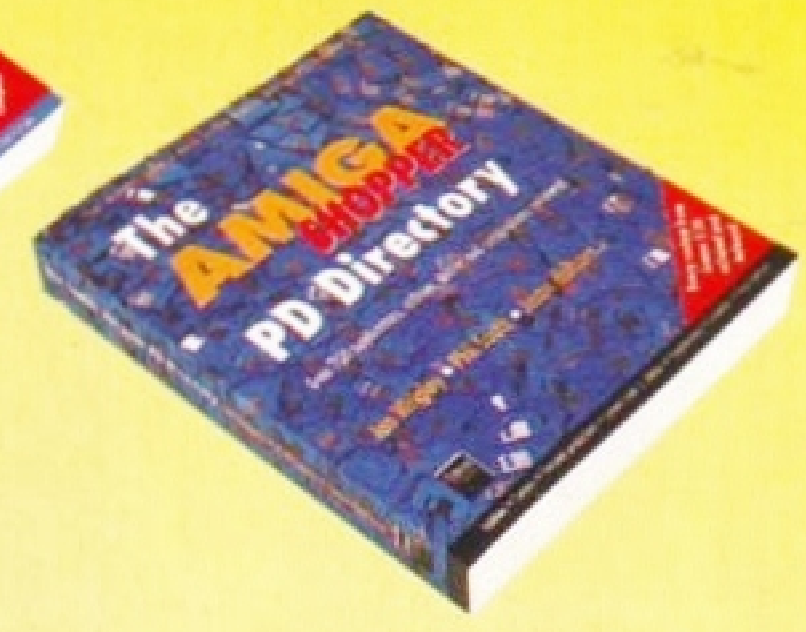
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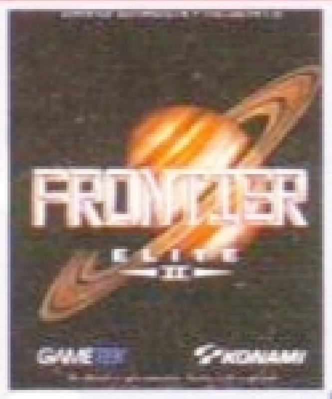
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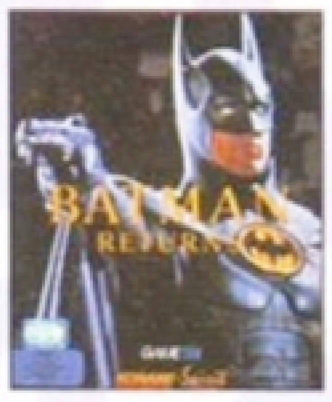
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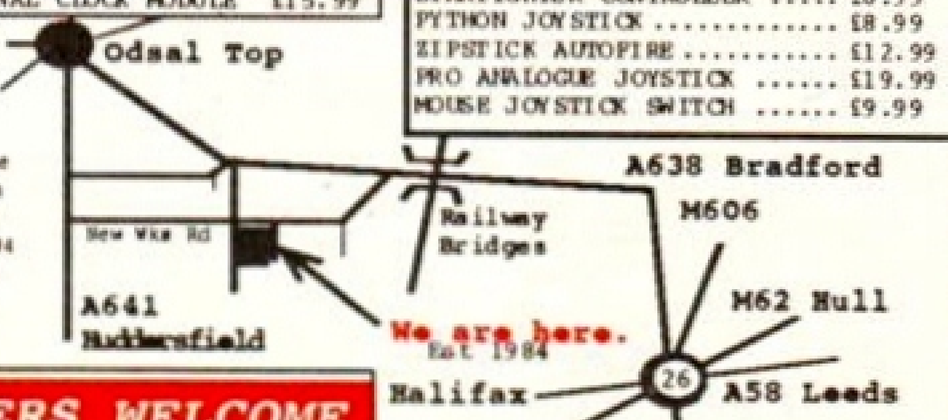
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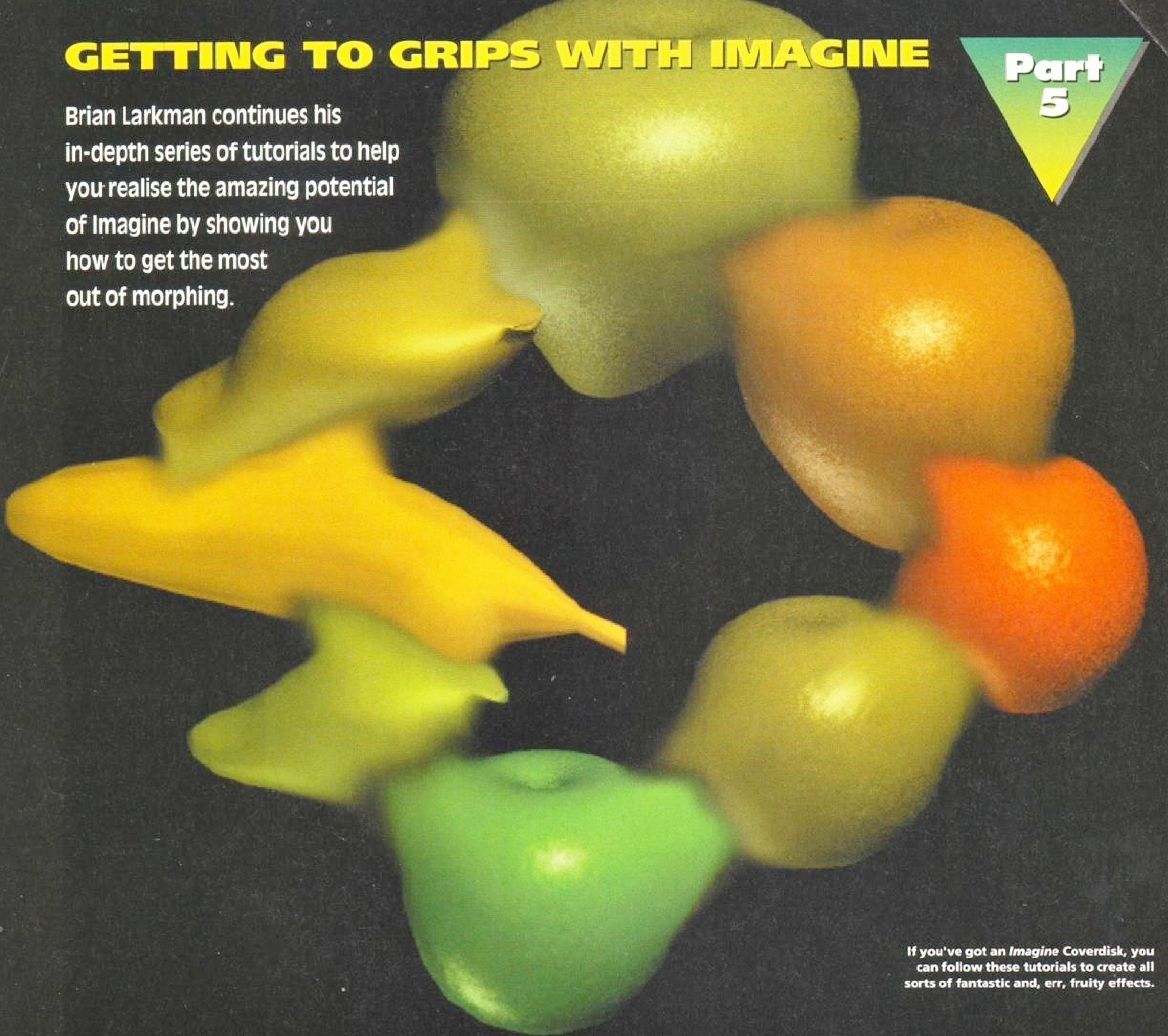
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GETTING TO GRIPS WITH IMAGINE

Part 5

Brian Larkman continues his in-depth series of tutorials to help you realise the amazing potential of Imagine by showing you how to get the most out of morphing.



If you've got an *Imagine* Coverdisk, you can follow these tutorials to create all sorts of fantastic and, err, fruity effects.

MORPH ANIMATION



IMAGINE THIS

If you missed out on our incredible *AF53 Imagine* Coverdisk, there's still a chance to get a copy of the fantastic ray-tracing program. Just turn to page 140 and order your back issue now!

MORPHING IS THE one form of computer animation that seems to have entered the popular imagination and taken the strongest hold. We are all familiar with advertising and music video images of faces that warp into new shapes and cars that transform into horses.

But desktop morphing (as opposed to the high-powered industrial variety) first took place on an Amiga back in 1987 when Eric Graham's *Sculpt-Animate* 3D program enabled the user to metamorphose an object from one key frame to another. Almost all 3D software since has been able to do this and *Imagine 2* is no exception, so let's have a look at what it can do.

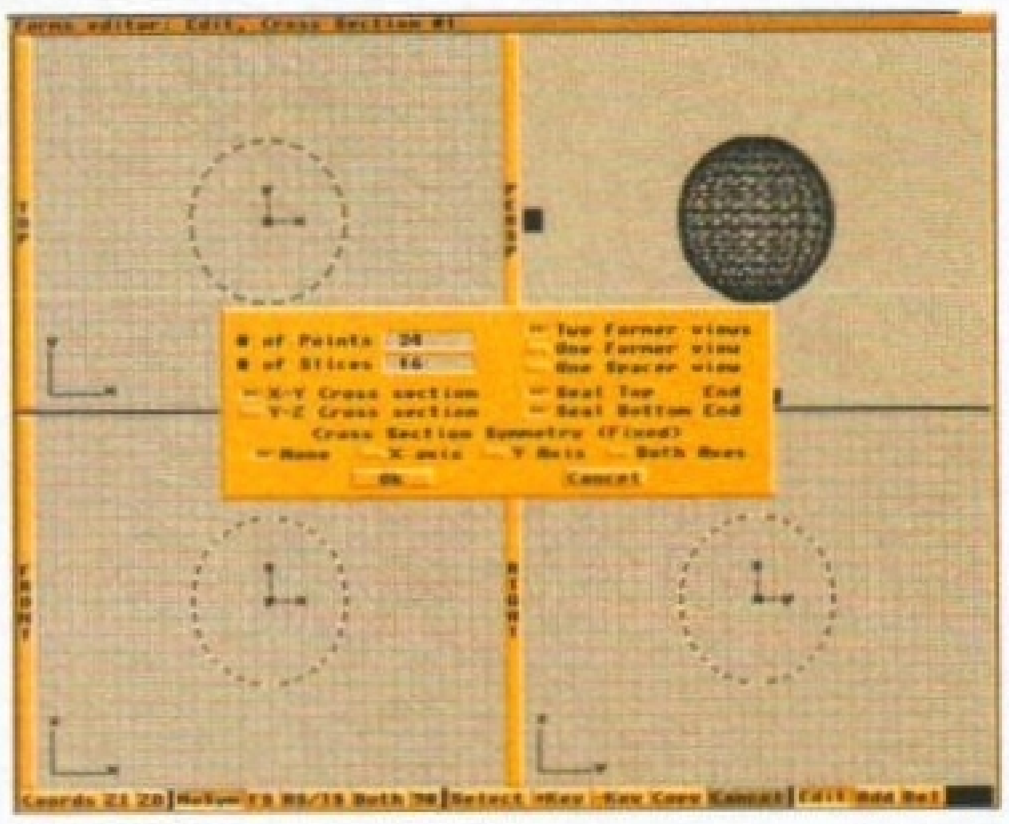
Imagine 2 can metamorphose objects in two ways - from one Form object to another (from one version of an object to another, manipulated version of the same object) and from an object wrapped in one texture to the same object wrapped in the same texture with different parameters. Both methods depend on the beginning and ending states of the object having the same number of points, vertices and faces, in the same basic configuration.

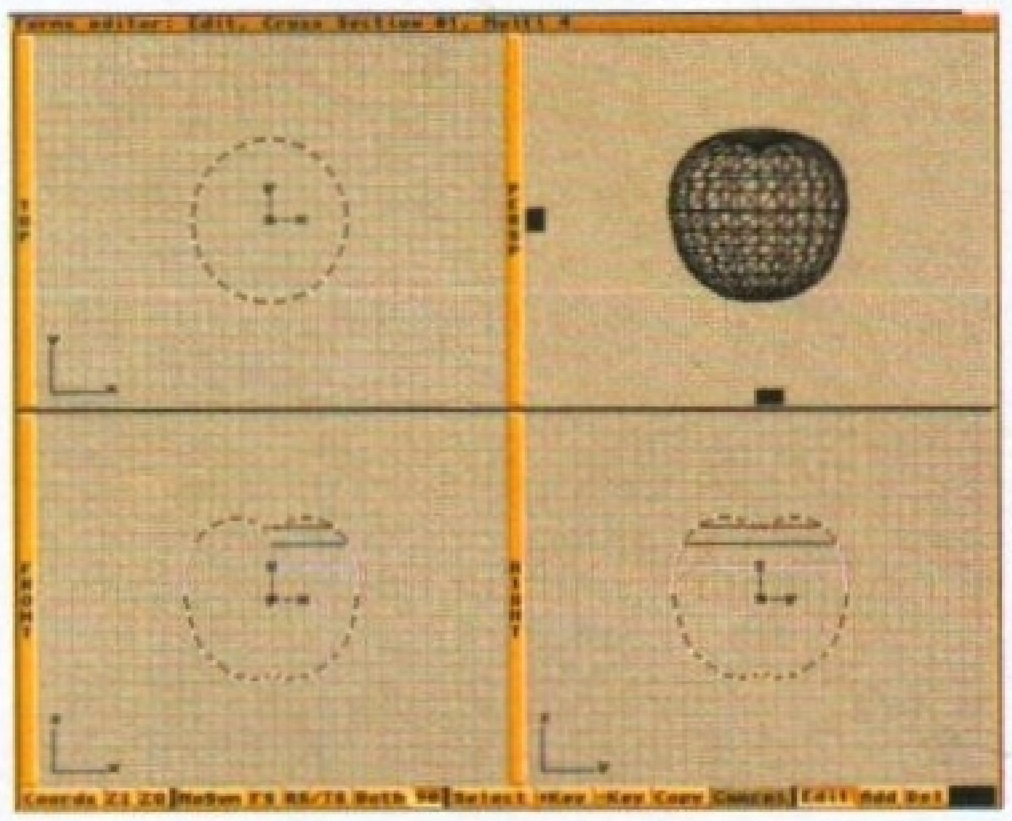
The two tutorials on the following pages cover both methods. The first takes you through the transformation of one Form (an apple constructed in the Forms Editor) to another Form (a banana). The morph progresses through apple, banana, pear and orange then back to apple.

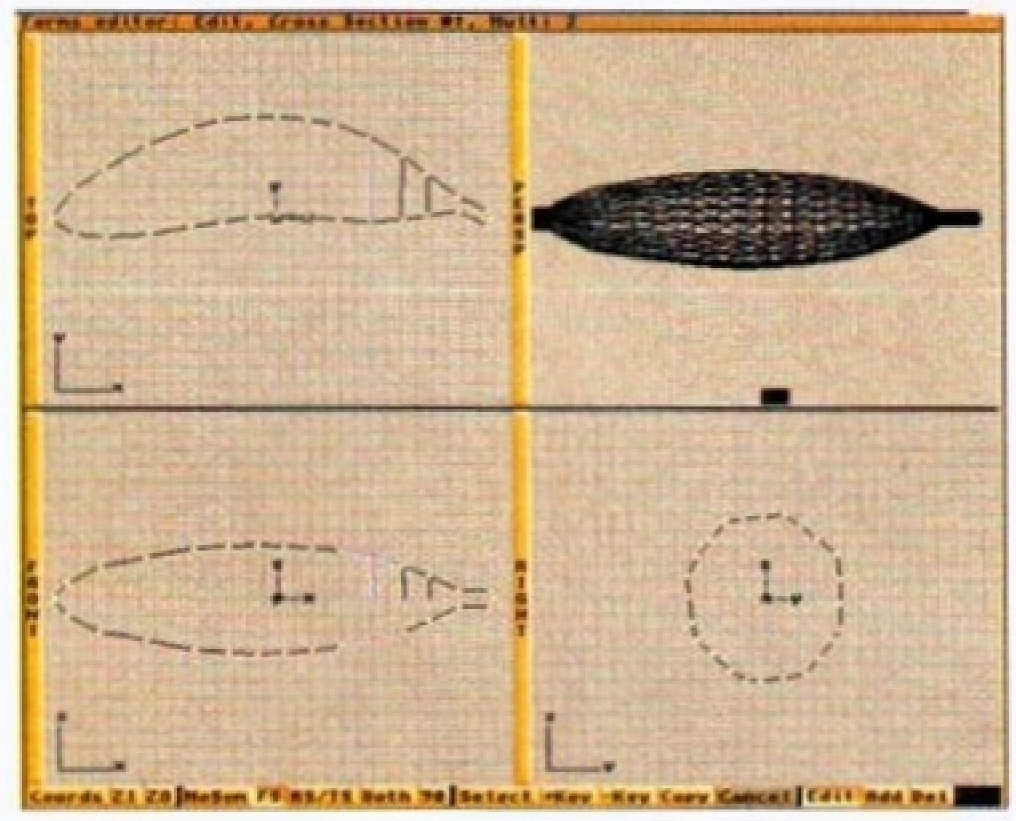
The second tutorial describes transforming the Tricera.new object (provided on the *Imagine* Coverdisk) using Drag Points and Magnetism so that it morphs in stages to a new warped state. The surface is also morphed from colour to colour and, using the Disturbed Texture, from one surface quality to another.

Continued overleaf ☛

MORPHING FROM ONE FORM TO ANOTHER







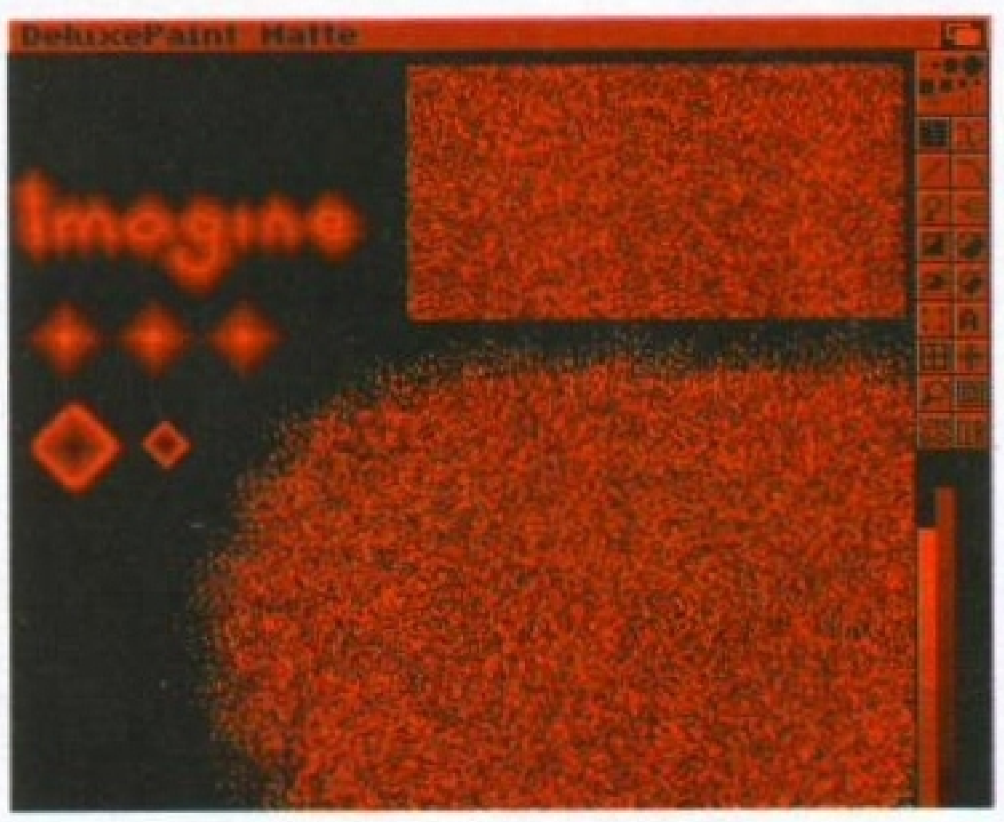
1 Start a New Project in your data disk or HardDisk Imagine Projects folder. Select the Editor/Forms Editor and Object/New giving parameters suitable for the Form you want to make.

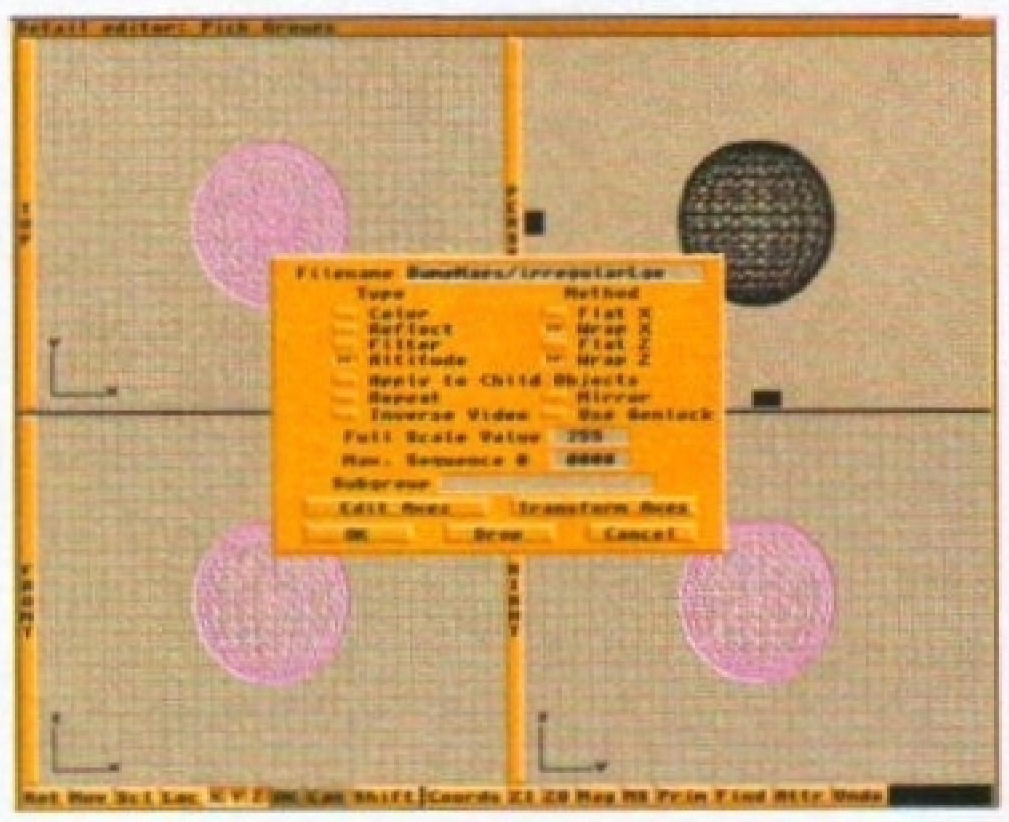
In this case we will use 24 Points and 16 Slices, Two Former Views, Seal Top and Bottom End and X-Y Cross-Section. Make sure that you keep a note of all the points and Slices numbers you are using. For morphing to work the Forms you use must all have these parameters.

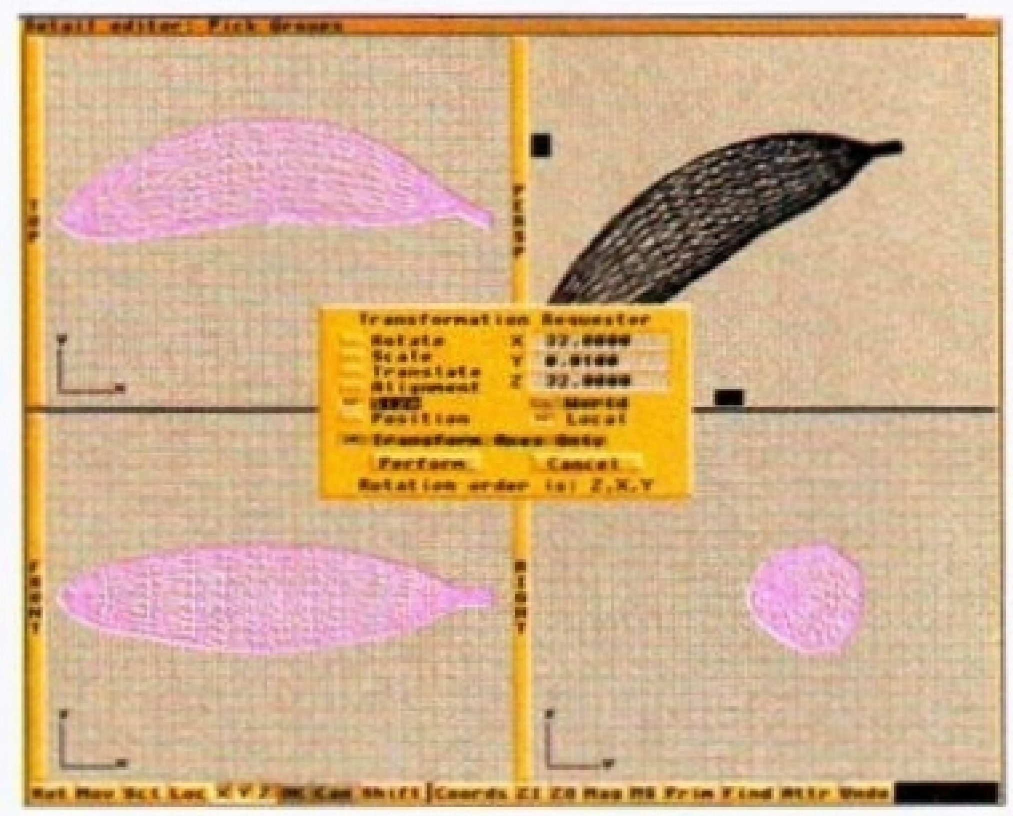
2 Shape the Form as required. (The Forms Editor was described in detail in Part 4 of these tutorials in *AF*56). Providing the number of Points and Slices are kept the same, any of the tools of the Forms Editor can be used including the variable or Key Cross-Sections.

For the apple the cross-section is left circular and both Formers are kept the same by using 90 Symmetry. The pear and orange are shaped in a similar way and saved as Forms.

3 The banana is shaped using the Forms Editor in a slightly different way. This time the Y-Z Cross-Section type is used so that the roughly hexagonal cross-section of the banana is shown in the Right instead of the Top View. The banana is broadly symmetrical around the X-axis so FS symmetry is used in the Front View. To get the bend in the Top View, NoSym(metry) is used and the shape formed point by point. A spline system would be invaluable in the Forms Editor for this type of work.







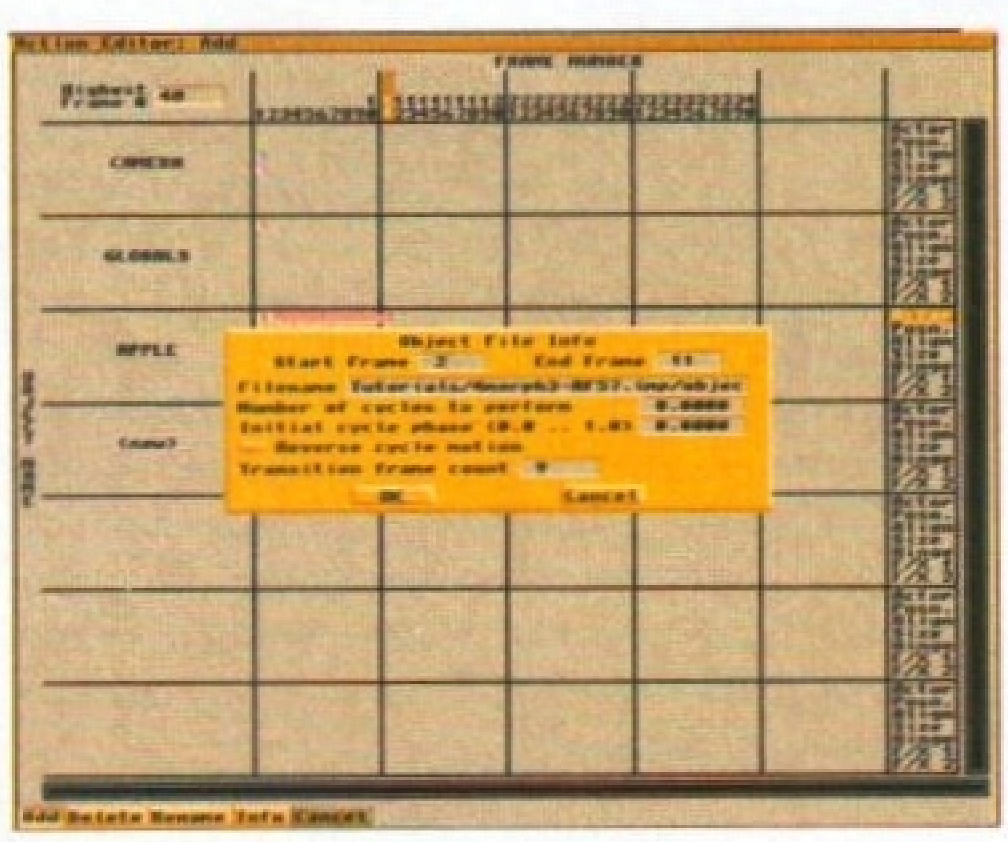
5 No Bumpmaps are provided with the Coverdisk so you will have to make your own using a paint program, such as *Deluxe Paint*. Create a Bumpmaps drawer in your Imagine drawer or data disk. Run *DPaint* in Lo-Res 16 or 32 colour mode, and set up a 15-colour transition from bright red (16,0,0) to black. Make this a Range, select the Airbrush with a single pixel brush, select Mode/Cycle and spray a dense area of random coloured dots over about a quarter of the screen. Pick up a square brush about 100x100 pixels and save it as Irregular into the new Bumpmaps drawer. Quit *DPaint* and return to *Imagine*.

6 Select the orange again and return to the Attributes Requester. Click on the Brush 1 button and select the Irregular Bumpmap when prompted. In the Brush Requester that follows, select the Altitude button and Wrap X and Wrap Z.

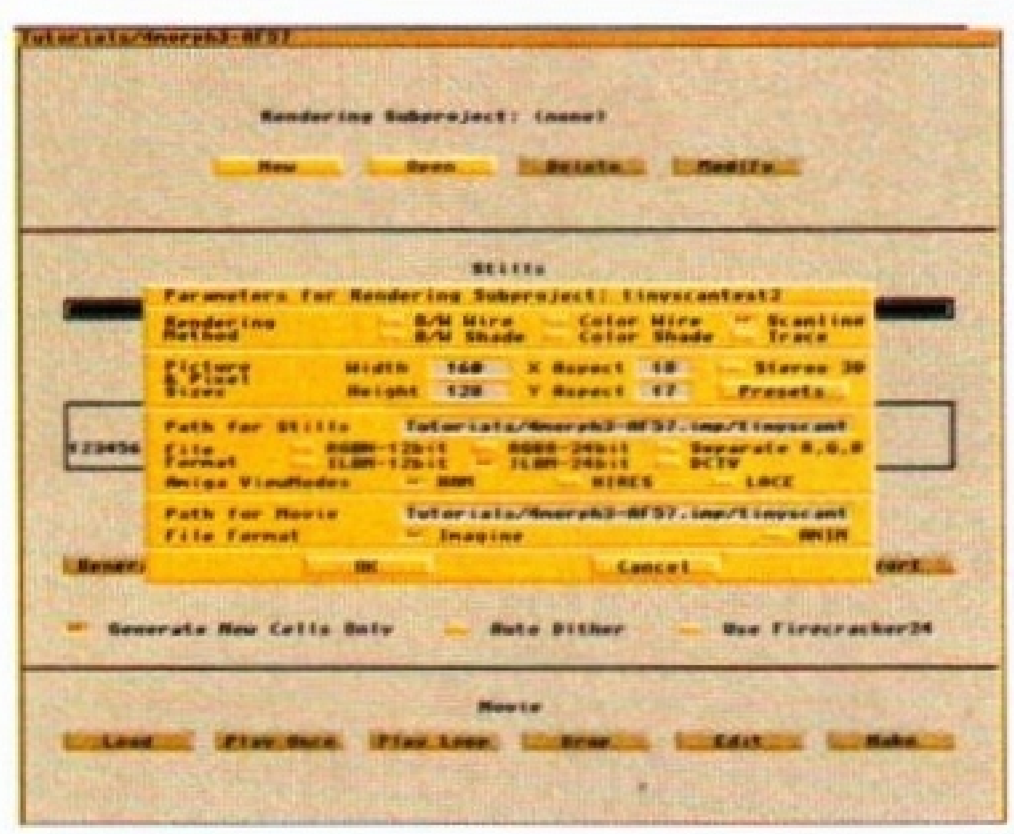
Click on the Transform Axes button and then click on the Size button. Adjust the Y size to 0.8. The Y-axis controls how much indentation is produced with the full range of colour intensities of the brush. Click Perform to accept the Y size, then OK to return to the Attributes Requester, and OK again to return to Detail. Save the object with its new attributes as Orange.

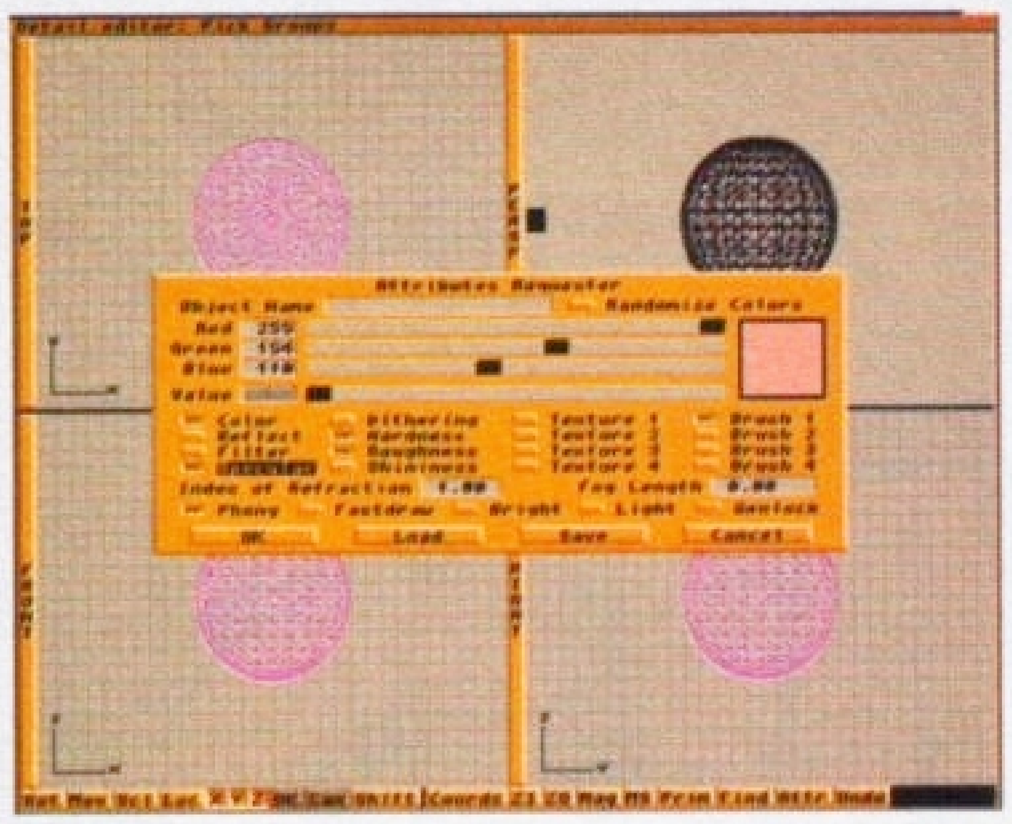
7 The other fruit don't have the same type of bumpy and pitted surface as the orange, but if you are morphing them into an orange they must have the same bitmap applied in the same way to the surface because *Imagine* can't morph surface textures. However, it is easy enough to set the surfaces so that they don't show up on the banana, pear and apple.

To avoid the bumps showing set the Y axis to 0.01 so that they are too shallow to register. To give the apple and pear a little texture to their surfaces try using Y= 0.1-0.3 and a Roughness setting of 25 or 30. The banana should be smooth.



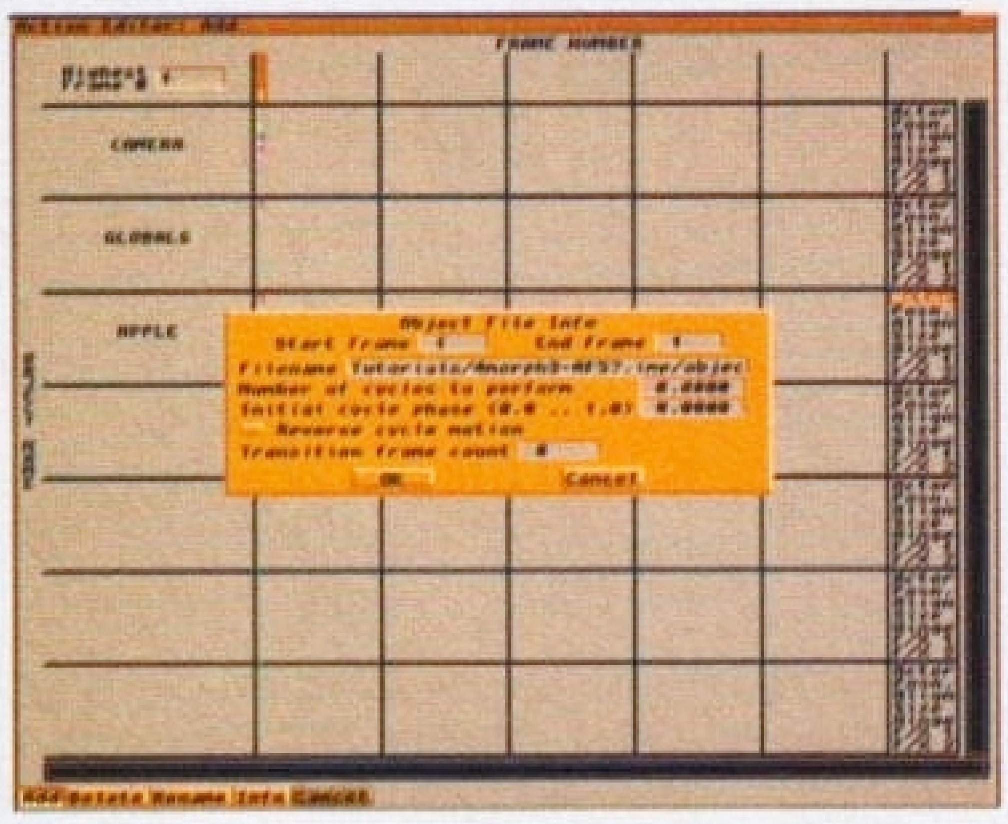
9 Add will still be selected so click on the Actor Timeline again on frame two and then 11. Choose the banana. In Object File Info make the Transition frame count equal nine (one less than the number of frames it covers). Repeat this process for orange (12-21), pear (22-31), and again for apple (32-40). The apple transition will have to be eight (only nine frames). The camera position should be changed to x=440, y=-800, z=400. Two lights should be added in (new) rows. Click in frames one and 40 of the (new) Actor row and choose Light Source. Neither needs to cast shadows unless you add other objects to the scene. Position the lights at x=560, y=-580, z=800 and x=-460, y=-220, z=-780. The second light should be dimmer (R=155, G=155, B=155) so that it just highlights the underside of the fruit.





4 Use Project/DetailEditor and Object/Load to Load the orange Form to the Detail Editor to add a surface texture with Attributes. Pick the orange object and select the Object/Attributes. Set the Colour to orange 255,116,0 the Specular Colour to 255,154,110 (to give pale orange specular reflections from the peel), Hardness to 60 and Roughness to 50.

To look really effective the orange also needs to have a series of indentations that are best produced using Altitude or Bumpmapping. A bitmap Brush wrapped around the object is used to provide a range of intensities that are interpreted by *Imagine* as various heights. Local shading and specular reflections are then used to give the impression of bumps and dents on the surface.



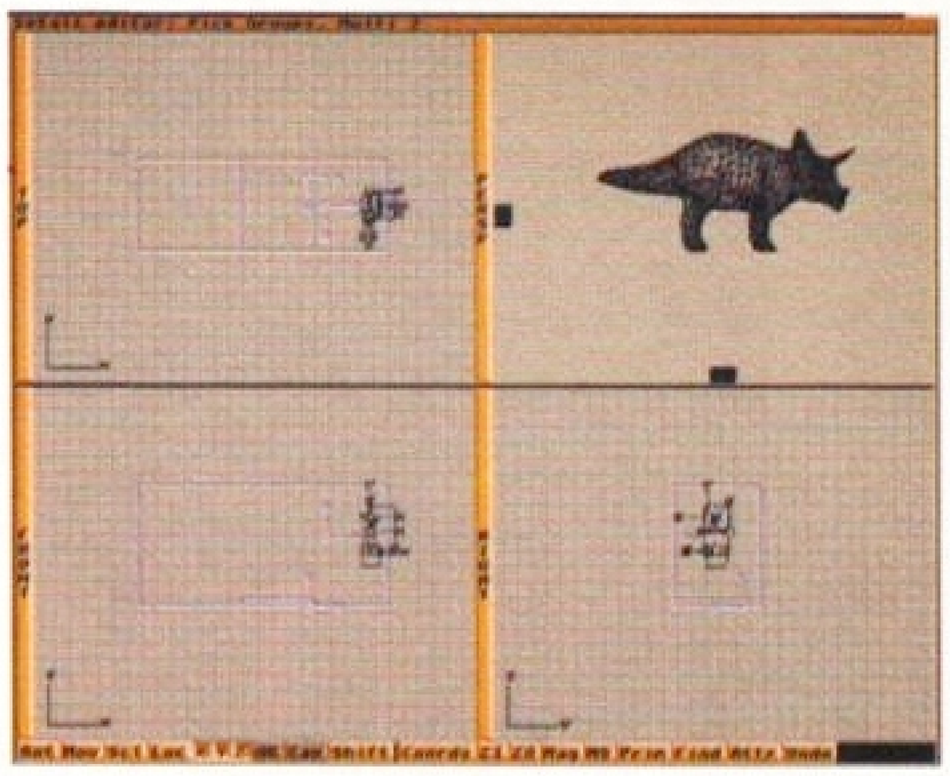
8 It is time to start setting the scene. For this simple animation we will work with a plain black background and no other objects. Later you can try other setups. Move to the Action Editor. (The Stage Editor could be used but more control is given by the Action environment). Set the Highest Frame# to 40. Select the Add button on the User strip and click in the first frame of the Actor Subrow in the (new) row and again in frame one to make the apple bar operate on just one frame. Choose a Normal Object and select the apple. Accept the defaults in the Object File Info requester and the bar will be placed.

10 Go to the Stage Editor to render a wireframe preview of the animation (Animate/Make) as described in the Animation Basics Tutorial Four in *AF*56. If that is OK do a full render in the Project Editor. Click on New subproject, use Scanline rendering and LoRes Quarterscreen (as a trial before using more memory and time-intensive modes).

Select all frames to render using the Range and Generate buttons, then Make, Load and Play Loop to show the anim. The effect should be of an apple morphing dynamically into a banana, into a pear, into an orange, and then back into an apple again, with surface colour and texture gradually transforming to match.

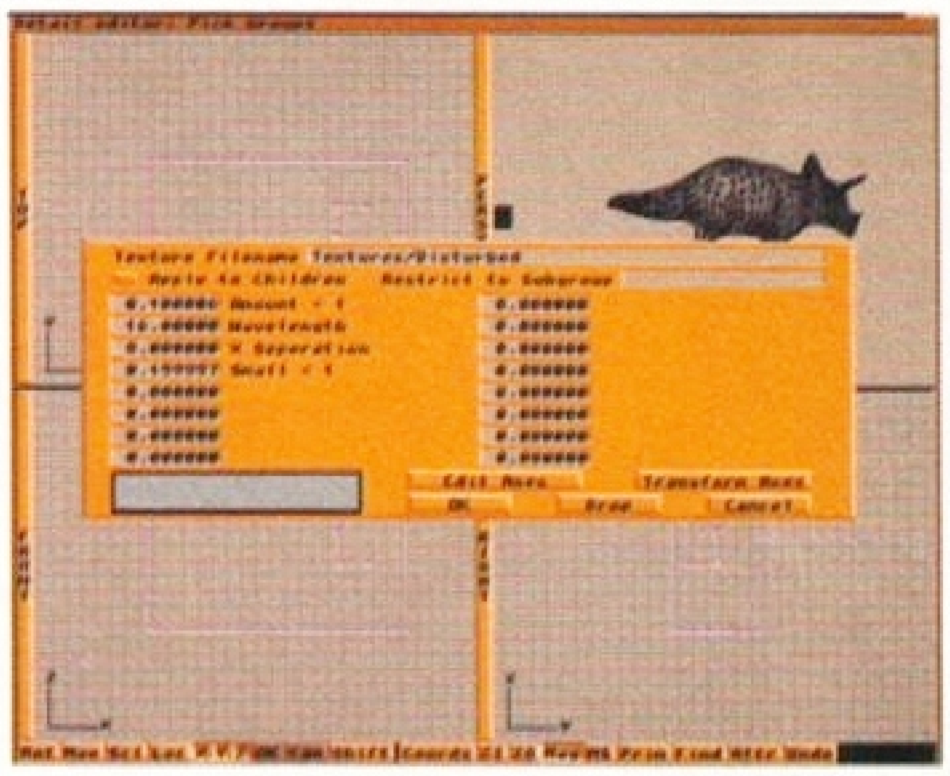
MORPHING TO A NEW WARPED STATE





1 Start a New Project in your data disk or HardDisk Imagine Projects folder - select the Editor/Detail Editor and Object/Load and load the Tricera.new object. *Imagine* can only morph a single object in a group so the tricera has to be Object/Ungroup(ed) and then each part Functions/Join(ed) back to the main body.

Use Shift to MultiSelect the body and one other part then Join repeatedly. This will lose the individual Attributes of these parts. The alternative is to morph each part separately which is too laborious for this tutorial. Save as Tricera.



2 Choose Attributes change the colour to something bright and click on Texture1. Choose whichever Texture you like (for this tutorial we will use Camo). Modify the colour, spot size and spot distribution parameters and enter a Random seed.

Return to the Detail Editor and save as Tricera1. Use Mode/DragPoints and Mode/Magnetic to transform the object a little (drag the tail out or enlarge the head). Use Attributes to change the colour and Texture parameters again (keep the same texture). For this example the colour, size and distribution of the spots was changed but the random seed was left exactly the same. Save as Tricera2. Repeat this process of movement of points, change of parameters and save with new name several times. It is possible to have all four of the Textures active with a different texture. As long as each one remains the same type of Texture during the animation, they will all morph



3 Set up a scene using the Action Editor as in steps 8, 9, and 10 on the facing page. Increase the number of frames if necessary, and if you have enough memory. Use the same parameters for Camera and Lights, placing the various versions of Tricera on to the Actor Timeline in the same way that each piece of fruit was placed with transition frames one less than total frames for each object. Render the wireframe preview in the Stage Editor and a test Scanline at Lores Quarterscreen. The result should be a Triceratops morphing into a series of shapes and colours, with expanding and contracting coloured spots moving across its surface.

Letters

OK, we've said our bit, but there are a whole load more, very important people who make up this magazine – you lot. Make your feelings known by writing to: Letters to the Editor, Amiga Format, 30 Monmouth Street, Bath, Avon BA1 2BW.

A WORD FROM THE ED



I GOT A letter from a Mr Paul Matthews this month. The lucky blighter has an Amiga 4000. I got an Amiga 4000 for Christmas which, I guess, makes me a lucky blighter too. But before you go on thinking how lucky Paul and I are, chew on this…

We can't play *Cannon Fodder.* It's not that we're crap at tongue-in-cheekily-violent-viewed-from-above war games. It's the fact that we have an 030 processor with CPU caches, or something. Easy, you may think, just use the boot options to turn the CPU caches off, disable the AGA chipset, and Bob is your, proverbial, uncle.

But apparently not. Paul has tried this, and many other attempts to 'degrade' his A4000, all to no avail. Eventually, he called Virgin, who explained that *Cannon Fodder* doesn't work on an A4000. Neither does his copy of MicroProse's *B-17.*

I haven't tried either of these games on my A4000, but I had noticed that *Soccer Kid AGA,* which I installed on my hard drive, tended to crash a lot. And I was looking forward to getting myself a copy of *Cannon Fodder.* As Paul, very accurately, says, we A4000 owners aren't all Dwayne Dibbleys. Some of us like to play games, too.

So Commodore and software houses, get your acts together. Hey, we can live with having to play about with the boot options but please give us games that work on our £1,000 wonder machines.

CLUB CALL

Could you please tell me how I can find a local computer club that allows Amiga users to join?

I really need the help of another knowledgeable Amiga user.

JE Cole, Maghull

Just get yourself a copy of our sister magazine Amiga Shopper. *They have a comprehensive list of Amiga user clubs from all around the country, and it's sorted by region, so you should have no trouble finding a club that is handy for you.*

ODDS WON OUT

Dear all at *Amiga Format*, including all the chairs…

I lost my bet, all right! Yes, I, Mr Charlie S Peterson, would like to confess to using *Amiga Format* in an experiment! The 'crap' letter I wrote, which you published the end of, in Issue 56, was an offensive–to –you test. The purpose of the awful comments was to see if *AF* staff would print something so near to the bone. Glad you didn't.

Sorry guys!

Nick Veitch does look like the girl from the film *Crash 'n' Burn* though.

I bet you 9-1 that you won't print *this* letter!

Charlie Peterson, Stevenage

Oh dear! That's twice in two months you've lost your 'bet you won't print this' bet.

Sorry, we had to edit all the really nice bits out of this letter, but to see them in print would have made our heads too big.

We nearly always edit out the compliments to let us get more letters on the page.

7.15 FROM WESTON

In your review of *Upper Disk Tools* in *AF56*, you state that it costs £20 more than *Disksalve.* That means that *Disksalve* can be bought for minus 5p as *Upper Disk Tools* costs £19.95. Could you please tell me where I can get my copy of *Disksalve* and 5p. If not a copy of *Beneath a Steel Sky* will do.

Russel Fletcher, Weston-super-Mare

Take your anorak off for a second and consider, if you will, the concept of poetic licence. Disksalve *is PD, and is therefore classed as costing nowt.* Upper Disk Tools *is a very reasonable £19.95. Now most people would, for the sake of convenience, refer to this as £20. Hence Richard Baguley's reasonable comment that one costs £20 more than the other.*

A copy of Beneath a Steel Sky *will do what, exactly?*

SYNDICATED

So successful was your *Syndicate* Coverdisk, I am writing to see if you can add a new mission from the forthcoming data disk to your next Coverdisk.

I predict that if you carry out this request, many of your readers (some of them brand new) will be over the moon.

Matthew Scott, Northampton

By George, I think he's got it.

Bullfrog were having a problem or two deciding what to do with the Syndicate *mission disk. If they were to put it through Electronic Arts' quality control procedure, then have it distributed by the normal channels, they would have had to sell it for about £20. So they were keen to find a better way of getting it to the people who needed it, the* Syndicate *users. The obvious answer:* Amiga Format. *Since we did the original* Syndicate *Coverdisk it makes sense for us to give the missions disk to users.*

That's exactly what we'll be doing. On our May issue (out late April) we will have a whole new mission on the Coverdisk, and inside that issue you'll find details of how you can get hold of the complete version.

BLOBBY HELL!

As Blobby mania sweeps the country I was wondering if any software houses were planning new games based on Mr Blobby. Or even Blobby re-hashes like Blobby Blows, Blobby Fodder, Blob Marks. If this is so then send all the royalties to me because the only problem is that Noel Edmonds would get most of the money.

Alexander Ingram, Edinburgh

An even bigger problem than Noel getting all the cash (as if he's not already too rich) would be the fact that such crap games could be allowed to exist at all.

A plea to any software house considering a Mr Blobby licence. Don't!

Except maybe a special demo of Cannon Fodder *where you get to blow the sad sack of pink blancmange to kingdom come. Now that is appealing.*

T-SHIRTY

In the Christmas edition of *Amiga Format* you gave away a free book of Hints and

Continued overleaf ☛

The Gallery Sponsored by Max Graphics

Got a picture you're proud of? Send it in, see it in print and win an *Amiga Format* binder! Since Letters is where you get to contribute your words, we thought it would be the perfect place to see your pictures on display too.

The best image each month, the one on this page, will win a huge poster print-out, courtesy of Max Graphics of Cardiff – worth a massive £80. Send your entries on a floppy disk to The Gallery, *Amiga Format*, 30 Monmouth Street, Bath BA1 2BW.

If you need your artwork printed out, give Max Graphics a call on 0222 522332, or write to them at 168 North Rd, Cardiff, CF4 3BJ.

They offer a full range of Amiga output services, including their Colossal Colour system which can print images right up to poster size.



Crashing Spaceship by Ken Ray of Bristol.

How to contact AMIGA FORMAT

The best way to get an answer from Amiga Format is to make sure you're addressing your letter to the right person (or indeed, department) in the first place...

- **We get literally hundreds of letters and faxes a day so if we were to try to answer them all personally we would never have any time to actually write *Amiga Format.* So we're sorry, but we can't reply in person.**
- **We are available for enquiries by telephone every Tuesday between 10.30am and 6pm, but please be patient because the lines do get rather busy.**
- **Our advertising department can help with problems concerning companies who advertise in the magazine if you phone during normal office hours.**
- **Both our subscriptions service and the *Amiga Format* mail order department can be contacted on 0458 273279. They are not in the same building as the magazine itself.**

Work BENCH

If you have any problems with the technical side of your Amiga, with hardware or with serious software, Nick Veitch will try to answer you in the mag. Or, if you have any advice for others or any handy tips to share, send them in and you could win a prize.
WORKBENCH, *AMIGA FORMAT*, 30 MONMOUTH STREET, BATH BA1 2BW.

Game BUSTERS

If you've just found the cheat mode, mapped out the levels, or found all the passwords for the latest game, send the info to Rob Mead and you could win a prize. Or, if you're stuck, ask Helping Hand for advice – or solve someone else's problem and win a prize!
ROB MEAD, GAMEBUSTERS, *AMIGA FORMAT*,
30 MONMOUTH STREET, BATH BA1 2BW.

Readers' LETTERS

The Letters pages are there for you to air your views and share your opinions; please remember not to ask questions that should be in Workbench! Marcus is looking for thought-provoking or entertaining letters, the shorter the better. Prizes are given for the best.
LETTERS TO THE EDITOR, *AMIGA FORMAT*,
30 MONMOUTH STREET, BATH BA1 2BW.

COMPETITIONS

To enter a competition, write the answers and your name, address and phone number on the back of a postcard or a stuck-down envelope and send it in. We have just changed our rules so that each person may enter only once: and, please, do not include entries with letters to any other part of the mag because we'll just lose them.
WHATEVER COMPETITION, *AMIGA FORMAT*,
29 MONMOUTH STREET, BATH BA1 2DL.

Special OFFERS

If you've ordered something from the *Amiga Format* mail order department and you've got a problem, then don't write to our Bath address – instead contact our Somerton offices, telephone 0458 274011.
***AMIGA FORMAT* MAIL ORDER, FUTURE PUBLISHING,**
CARY COURT, SOMERTON, SOMERSET TA11 6TB.

SUBSCRIPTIONS

If you move house and want to make sure your copy of the magazine catches up with you, or if you have any other subscription enquiry then write to:
***AMIGA FORMAT* SUBSCRIPTIONS, FUTURE PUBLISHING,**
CARY COURT, SOMERTON, SOMERSET TA11 6TB.

Faulty COVERDISKS

The disks are duplicated and stuck on the magazine by a separate firm which we employ. If you have a faulty disk, DON'T return it to us: send it, enclosing an SAE, to: DISCOPY LABS, UNITS 2 & 3, OMEGA TECHNICAL CENTRE, DRAYTON FIELDS, DAVENTRY, NORTHANTS NN11 5RT.

Tips. I noticed the article on page 34 saying that dot matrix printers can be used to transfer images on to T-shirts. It said the necessary stuff was available from Care Electronics, but there was no phone number. Could you please print their telephone number?

Keith Blohm, Liverpool

We certainly can. You can get in touch with Care on 0923 672102. Their T-shirt printing ribbon enables you to print on to plain paper, then you simply iron the image down on to the fabric. Smashing!

THE LISTENING MAG

Having bought Issue 55 of your magazine, and read it from cover to cover, I have come to one conclusion.

You help your readers to save money.

I'm not referring to the price of the magazine which is great anyway. I'm referring to the content of the excellent Coverdisks. If it is serious software, some of it still retails at £50 plus (*and some of it at much more – Ed*) but we the readers obtain it for a mere £3.95. If it is a demo, we get a sort of 'try before you buy' which can mean the difference between money well spent and money wasted. Not all retailers let you try software before you buy it.

Your reviews of hardware and software give details of whether they are a good buy or a bad one. It is for these reasons that the readers save money.

Lee Weston, Cheshire

How nice of you to write. You have summed up, in a few short paragraphs, much of what Amiga Format *aims to do. Add to what you've said, the facts that we try to entertain with interesting features and an amusing, but informative writing style; and that we not only try to educate (oh… awful word), but also try to give our readers information which will help you get more use and enjoyment out of your Amigas, and you've defined everything we try in do in life.*

ACROSS THE UNIVERSE

I am writing to tell you that the group that released Star Trekkin' was *The Firm*, and to request the promised T-shirt. If someone writes in before me I will be very annoyed because this is my first real chance of winning anything from *Amiga Format*, despite entering every competition you've had for ages.

Michael Watson, Robertsbridge

Well, this time you did win. A rather fine, and very exclusive Amiga Format *pin badge and T-Shirt set are winging their way to you even as I write.*

But I don't know why Tim offered a T-shirt for such an easy question, everybody knows it was The Firm. Altogether now: 'There's Klingons on the starboard bow, starboard bow…'

NO COMPARISON

I write with regard to your review of our product *Edit Mate* in the Christmas edition of *Amiga Format*. While, on the whole, the comments made in the review are quite fair, I feel that the comparisons with Gold Disk's *Video Director* are not.

Edit Mate can control two hard-wired video machines, *Video Director* cannot. It must control one machine (usually the recorder) via infra red, which is considerably less reliable and accurate. *Edit Mate* supports the Panasonic five-pin edit terminal, and again *Video Director* does not. Neither of these points were mentioned in your comparison with *Video Director*, which seemed to have been made on the basis of price alone. Using *Edit Mate* with two hard-wired Panasonic machines, equipped with a synchro edit cable will produce results far superior to those possible with *Video Director*.

With reference to your comments regarding the need for an editing system that can control VCRs and insert Amiga graphics into the live footage; such a system is certainly desirable. However, it is not technically possible without a considerable amount of extra hardware.

The problem is that the genlock (required to overlay Amiga graphics on to live footage) varies the Amiga's CPU clock frequency in order to achieve synchronisation with the video source. Unfortunately, *Edit Mate* and its stablemates use the CPU clock to control the VCRs, and cannot reliably communicate with them if the CPU clock frequency is changed by the genlock.

Derek Wallis, Development Manager, Lambda Group PLC

The Gallery Sponsored by MAX Graphics



Ooh! That Was Close by S Hamilton of Ayr

We welcome your comments on the review. The comparison with Video Director *was fair in our opinion. Very few people will have two machines that support the Panasonic or LANC protocols. The review only actually compared your product with* Video Director *in the aspect of value, a judgement which we feel still stands for the majority of Amiga users.*

Thanks for the technical explanation of why it would be more difficult to include a genlock in the system.

PHOTO REALISATION

My main interest is in photography, though this has taken a back seat since my Amiga arrived.

I chose the Amiga for its graphics capabilities because I want to be able to digitise my photographs and retouch and combine the images before sending them to a bureau for printing, or uploading them to a Bulletin Board. It sounds simple, but the more I read, the more confused I get about exactly what hardware and software I need.

I want to stay as near to photographic quality as possible, therefore I assume I would need a 24-bit digitiser. But, as I understand it, just because I capture the images as 24-bit doesn't mean I can view them as such, unless I get a 24-bit display card as well. This being the case it seems logical to me to combine these two functions on one card. Has this been done or have I got it all horribly wrong? I intend to use my *Tamron Fotovix* as a video source because it will allow me to use all my existing and future, slides and negatives.

My system consists of an Amiga 4000/030 with 2Mb of Chip RAM and 4Mb of Fast RAM, a co-pro and 120Mb hard drive. I also have a second 120Mb hard disk and a 3.5-inch floppy drive from an old PC that I hope to install. I have the software package *Brilliance*, which should cope with the actual processing of the images. I know I'll need more memory, but what else do I need? And, can I fit it inside my Amiga?

While I'm at it, are there any other still photographers who have been labelled heretics for daring to suggest using a computer to alter images as an alternative to traditional methods? For example montage and airbrushing? This is an attitude I have come across in local camera clubs and I would like to know if other photographers/Amigaholics have had the same problem.

SA Killen, Belfast

As an ex semi-pro photographer, I believe I am in a position to say that the attitudes you have encountered, no matter how prevalent they may be, are the last gasps of a dying breed. Most camera clubs are full of 'old school' photographers who only attend for the model nights anyway.

Take a look at virtually any advertising hoarding, and what you are seeing is electronically retouched photography. Take a look at Amiga Format *covers 19, 21, 25, 27, 32, 38, 40, 43, 44 and 53, too. They are all illustrated with electronically retouched and composited photographs.*

Ten years from now, photographic film will be as cutting edge as vinyl records are today, a recent memory, but a memory all the same. Virtually all advertising and editorial photographs will be taken digitally – to cut out the processing and scanning stages which all these images are subject to in the present printing process.

You are no heretic, people who do not accept your new approach are Luddites.

As for the kit you need to achieve the results you desire. Well, you are a long way towards what you need. As you say, you could do with some extra RAM, as much as you can afford, in fact. And get the extra 120Mb drive installed, you'll need it. But forget the 3.5-inch floppy – if it's from an old PC it's unlikely to be high density, so it won't be that much use, and you've already got one HD floppy drive on your machine.

Your comments about the nature of 24-bit graphics are more or less correct, but because you have an A4000, you don't really need a 24-bit card to see true colour images. Your Brilliance *package also includes* True Brilliance *– a program which can handle 24-bit images, and display them in HAM8. This screen mode, only available on the AGA Amigas (A1200 and A4000) imitates the true colour display capabilities of a 24-bit board, albeit rather slowly.*

Your biggest problem is one of input. Getting 24-bit graphics into your machine is not as simple as you may wish. The best quality is achieved by having a print made and using a scanner such as the Epson GT-6500. But very good results can be obtained by using a digitiser. The VLab *and* Vidi Amiga 24 RT *systems would be best for your purposes. Best of luck.*



Enterprise by Kim Heath from Australia

The Gallery Sponsored by Max Graphics

THE MAN AT THE TOP

As well as running Commodore UK, David Pleasance also wishes to keep Amiga owners informed about what's going on. Send your questions to him at the usual Amiga Format address, and await the answers in this very column...



DEAR MR PLEASANCE

I am about to do a HND in Computer Graphic Design which I can do on either a PC or an Amiga 4000/040. I have been a loyal Commodore follower since the C64 came out and then had an A500+. What advantages has the A4000/040 over a PC. It seems that everything I can do on an A4000/040 I can do on a PC for about £500 less?

Also how is the new RISC Technology going to affect compatibility with the A1200 and A4000 when new processors are being used?

What price will the new CD-ROM drive be for an A4000? Will Commodore be bringing out the MPEG module on a card that will fit an A4000 and will it be around the same price as for the CD^{32}?

Mark Blow, Northallerton, N Yorks

Thank you for your questions and for being one of an ever-increasing band of long-term loyal Amiga users.

The first major point to consider in comparing the two systems is the Amiga's multi-tasking facility. This has to be a major benefit when using your machine in time-intensive jobs such as when your machine is computing ray-traced animations or printing. In addition, many of the software packages and peripherals for Amiga are less expensive and far more user-friendly than on comparable systems.

Although it's true that PCs can do much of what the Amiga can, features such as video and sound are standard within the Amiga make-up, not add-on cards, as in PCs. For the near future, Real Time MPEG and JPEG and Transputer cards at realistic pricing will be only a few of the additional cards available to make many areas of graphics and video production quicker, simpler and very cost-competitive.

You mention new technology and how it will affect compatibility with the Amiga 1200 and 4000. Lew Eggebrecht, our vice president of engineering, has stated categorically that Commodore are committed to being downward compatible. By this he means that software and so on purchased now will work on all future generations of the Amiga, so long as they are OS legal.

To answer your final points in reverse order, the Amiga 4000 CD module is due late Spring 1994, and it is planned that the MPEG chipset will be fitted as standard in the unit prior to shipping, rather than on an internal card. This will naturally mean that all Amiga 4000 CD units will be Video CD ready.

A PLEA TO COMMODORE...

Please pull your finger out and get the A1200 and A4000 CD^{32} drives out now. This will widen the CD^{32} user base immediately, and encourage software houses to produce more CD^{32} software and, therefore, persuade people to buy more CD^{32}s, so ensuring that Commodore makes more money! Wake up and smell the coffee Commodore before I am forced to initiate a hostile takeover!

Tony Williams, Liverpool

Many people have asked the same question of us, and believe me we have 'smelt the coffee' as you put it.

The 4000 CD drive will probably be available by late Spring. Unfortunately I cannot give you any good news on the A1200 version yet. The problem is that currently there is no way that technically we can produce a CD drive that can also run Full Motion Video on the A1200. The CD^{32} has a completely different gate array to the A1200, which is necessary for FMV. I do not think it makes any sense to launch a CD drive which does not support Full Motion Video.

PIRACY LETTERS

We had a massive response to our investigation into piracy in AF54. Hundreds of you wrote in telling us what you thought and just as many filled in our questionnaire. Here is a selection of points from readers on both sides of the piracy debate.



The list of Amiga games which is openly available from a stall at Aberdeen Sunday market. There are almost 1,000 Amiga programs listed. Details of the Scottish pirates' operation have been passed on to FAST.

TIME TO STAND AND FIGHT

The article on piracy left me feeling sad that I will be partly responsible for the downfall of the Amiga.

I am the sad owner of more than 400 disks full of illegal software (which I am in the process of formatting).

I have enclosed a copy of a software list which I acquired (OK, stole) from the Aberdeen market stall where I got most of my illegal software (see picture above). The other place in my area where I got software is a shop which is masquerading as a Public Domain club. If you ask nicely you get a folder which is chock-a-block with pirate games.

I now feel that it is the responsibility of each and every Amiga owner who cares about the future of the machine to stand up and fight these people who could not care less if the Amiga dies.

A wised-up Amiga owner, Scotland

REFORMED CHARACTER

I am 12 years old. I have had my A1200 for about five months and before that I had an A500 Plus for about two years. I have always had some pirated games, but I never really thought about the damage that I was doing until I started buying *Amiga Format.*

Now I have copied over all my pirated games and started to save up for new games.

RS, Doncaster

I'VE SEEN THE LIGHT

Being a relatively new Amiga owner I did not realise the harm I was doing by using pirate games, until I read the article on piracy. Now that the damage I am doing has been brought to my attention I will immediately format my current selection of copied games.

However, I feel that despite my resolve, the Amiga software industry will still decline because some people do not care, or cannot afford the price of Amiga games. Let's hope that other people can break the temptation to copy Amiga games, and if this happens software companies can break the temptation to keep prices as high as they are.

Anon

WHY I NEED THE PIRATES

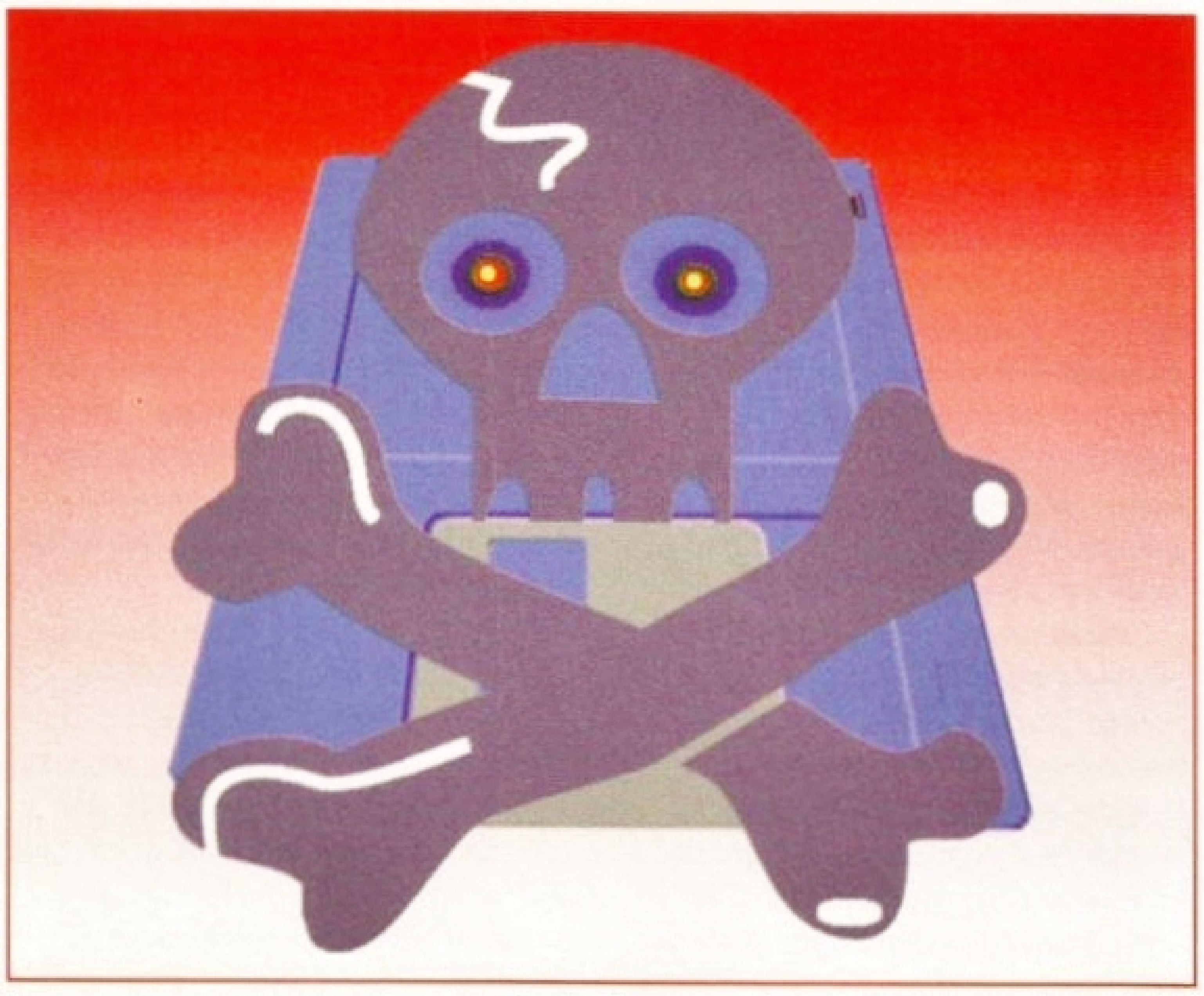
I use pirated software because games are too expensive in the sense that if I buy one and think it's an absolute crock when I get it home, I can't take it back to the shop and get a refund or swap it. If I do, I'll be damn near accused of copying it. Also, 99.999999 per cent of shops won't let customers try out the game. All they want is our money.

I'm not advocating piracy, I'm protecting my own interests by not being ripped off and if that wees on the fireworks of the software houses, well sorry.

I suggest selling demos similar to the *Amiga Format* Coverdisks. If you had the first two levels of a new game, with the instructions contained in a Workbench document, Mr and Ms Consumer would be safe in the knowledge that if they don't like the game all they have bought is an expensive blank disk.

Of my 20 pirate games, 16 are ones that I can't buy in the shops any more, which I had on my old A500.

Anon, Liverpool



YOU'RE GONNA GET BUSTED, SUCKERS!

After reading our piracy feature, many readers have told us that they have sent the names and addresses of pirates operating in their areas to the Federation Against Software Theft (FAST).

John Loader, Senior Investigator at FAST told *Amiga Format*: "I rely on people to give me information about what's happening. We need that information in order to act. The daily reports we receive enable us to go out and prosecute the pirates. We will be following up all the details supplied by *Amiga Format* readers. All information received is treated in confidence, and together we can beat the pirates."

So if you are one of the many pirates exposed by our readers expect that knock on the door soon.

GIVE US MORE

If software houses added a few good stickers or even a poster to the disk box it might tempt more people to buy games.

JG, Glasgow

FLAWED LOGIC

The software industry's argument that piracy forces price increases is dubious. Most people who use pirated software seem to have a huge array of pirate games they rarely play, and one or two legal games they play to death. There is probably a psychological reason for this.

If we get rid of piracy we should persuade the software companies to give us cheaper software, demos and after-sales support such as bug fixes.

Anon

PIRATE VIEW

If I could not get pirated software, I would not have bought an Amiga. I know about 10 people with Amigas and we all use pirated software. Eight of my mates say they would not have bought their Amigas if it had not been for piracy.

Also, my mates have bought legal software for between £50 and £100, which means that if it wasn't for piracy eight of us would not have an Amiga or have spent £500-600 on software. Also, we wouldn't be buying *Amiga Format*..

The reasons we all use pirated software are:

1. Games are too expensive and the quality is poor. (A mate bought *Lombard RAC Rally* for about £20 after reading a good review. But it's crap and we still laugh at him even now.)

2. It's easy to get pirate games. I would feel very silly spending money on something other people get for nothing.

3. I refuse to buy games that run the same on my A1200 as on an A500.

To stop the rot what we need are:

a) Much better games. Stop the platformers and give us more ingenuity.

b) Lower prices.

c) A form of media that is more difficult to pirate.

d) More demos of games. These should be virtually free. For me, pirated software is cheaper than a Coverdisk.

Anon

YOUNG PIRATES

I am a 13-year-old boy who gets £5 a week pocket money. I cannot afford to buy £30 games for my A500 Plus. I am against piracy, but there's no other way for me to

get games. Usually I swap games with my friends. Everybody my age does this. I just hope it doesn't bring the Amiga games scene to an end.

SK

IN THE ARMY

I'm serving with the British Forces in Cyprus and the piracy out here is awful. There are no computer shops as such, just outlets selling pirated software. Even the NAAFI shop sells pirated software.

Anon

ANGRY PIRATE

Stop boring us with this crap. Piracy has been going on for years. Half of the *Amiga Format* editorial team probably have copies of records, CDs and videos, so it makes you not much better than us.

Anon

BUY! BUY! BUY!

This is to all pirates from a pirate. In two years I have bought one game. If everyone goes out and buys, yes buys, one or two of their favourite games this year (1994), that would be a few million extra copies of the games sold. Keep the Amiga alive! Without you buying games the Amiga will die. Buy just one or two games a year! It won't break you, but it will give the Amiga the breath of life.

I am attempting to stop my own copying. If there are are any crackers out there, join a software house you amazing programmers.

Shadow Walker

JOIN THE CLUB

After reading your article I immediately returned the coupon and joined the Home Computer Club. I also intend to join Special Reserve.

I am not looking for congratulations but just want to make the point that everyone should abandon their pirated copies and start buying originals before there are none left to buy.

D Hooks, Stirling

WHO'S TO BLAME?

Some computer magazines carry advertisements for copying devices which are 'guaranteed to copy even protected software' or for companies selling disks in quantities that would take a home user the next three millennia to use.

How about adding this question to your survey? 'Have you ever purchased goods for pirating software from a company you saw advertised in magazines?' Let's stop the hypocrisy, stop promoting the sale of goods which are obviously aimed at the piracy market.

BJ McLaughlin, Brechin

JUST IGNORANT PIGS?

Coverdisk demos and programs have enabled me to give up my habit of copying cracked games. I am getting more and more disgusted at pirates such as Skid Row and the people who use their cracked software. I think they are just ignorant pigs who want to make quick money out of the Amiga while not thinking what their actions will do to the market. I am hoping to spread the words of *Amiga Format*. I know the feeling of having a computer that has been infected by a pirate disk.

Andrew Peel, Outwood, West Yorks

WHERE YOU'RE COMING FROM – QUESTIONNAIRE RESULTS

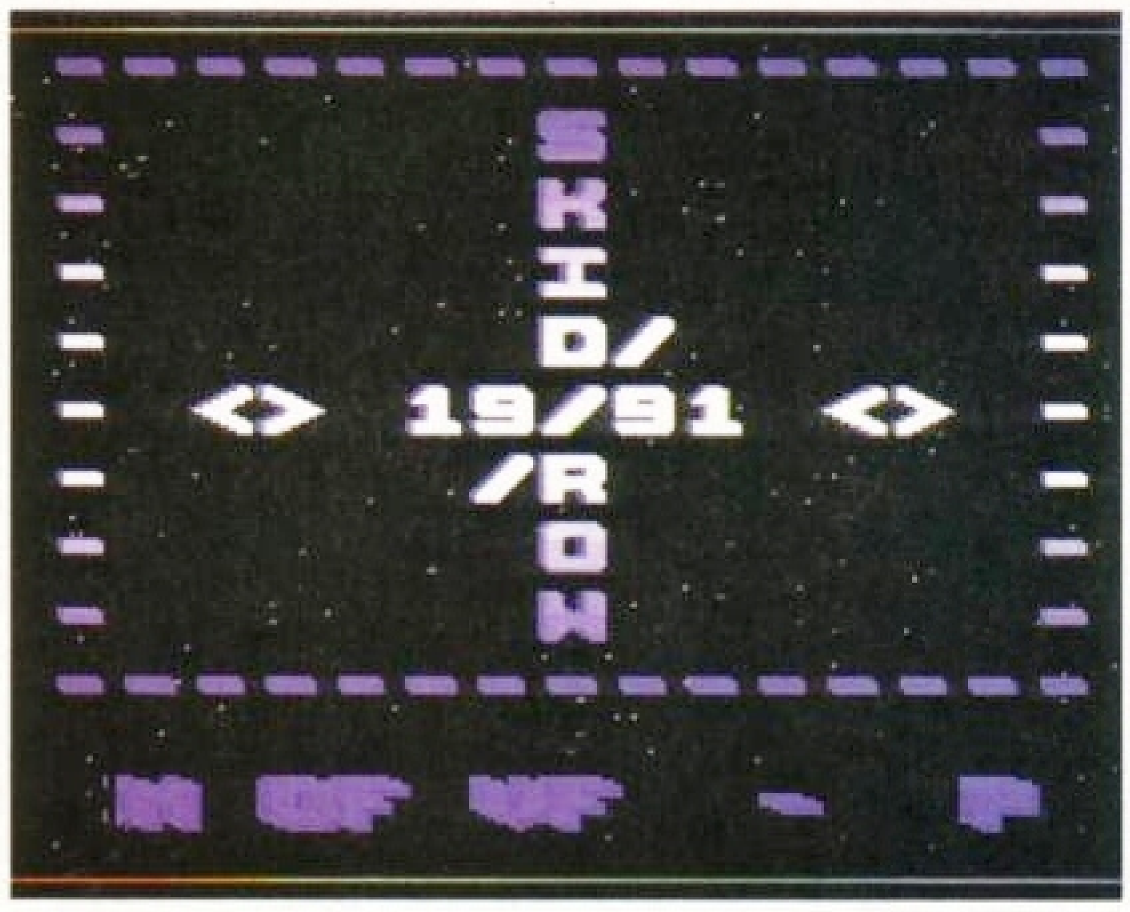
Hundreds of you filled in our piracy questionnaire. One of the biggest surprises was that more than 75 per cent of you had either already stopped using pirated software or said you would do so after reading our feature.

The number of pirated disks you own varies immensely. Most of you own between 10 and 20, but one person has 1,500 cracked (pirated) disks, and a reader from Sweden has been collecting pirated software since 1984 and has 3,000 games for the C64 alone.

Most of you don't pay more than the cost of a blank disk for your pirated software and get your games from friends. The committed pirates (the ones who intend to continue using pirated software) get their disks from a variety of sources including computer clubs, car boot sales, PD shops, mail order, Bulletin Boards, and in one case from an offshore oil rig computer club. One person even claims to get his disks from the shop assistants at his local games store.

Many of you claim you use pirated disks as a 'demo' and bought the commercial game if you liked the pirate copy. Most of you say you use pirate software because games are too expensive and/or too crap.

Most of you think that £15-£20 is a fair price for an Amiga game, with just a handful saying that £25 and £30 is reasonable, while many readers want game prices to be fixed at under £10.





These screens are from a Skid Row pirate version of *Robocod* sent in by a reader. The screen goes on to give contact numbers for pirate Bulletin Boards in Britain, Europe and the United States. This form of piracy is not harmless fun, but an international industry.

INSTANT RELIEF

After copying *Sleepwalker* I felt so guilty I made a £10 donation to Comic Relief.

Anon

JUST CHILD'S PLAY?

I agree with all you say, but believe that at least 75 per cent of piracy is 'playground' in other words people using disk copying programs, and that if these devices were taken off the market it would really help. Software houses could make games safe from older copiers. This might not stop hardened crackers, but would stop the playground variety – most Amiga users who play games do not know what an NDOS disk is.

RE Hick, York

PROTECTED SPECIES

I am an Amiga pirate. Most games are easy to copy but a few games seem impossible to copy, for example *Shadow of the Beast 2* is almost impossible to crack.

It is not the written protection that bothers us, it's the protection on the game. You see you can't copy a disk unless all the tracks on the disk are 0. (The numbers that disk copying programs use to tell you if the tracks can be copied.) However *Shadow* has 2s all the way through it. I've tried all my copy programs on it but none of them could get rid of the protection – all games companies should have protection like that.

Also, it *is* possible to copy from and on to CDs because a friend of mine has a CD copy program, so companies should try to put protection on to them.

Anon

NO REGRETS

If software prices were slashed by between 25 and 50 per cent I could then afford to buy games. Until that day comes I will pirate games and believe that as long as writable media such as floppy disks exist piracy will continue.

I've already seen a cracked copy of *Pinball Fantasies* from the CD32 so not even that media is safe. FAST are wasting their time because they will never catch every pirate and as long as the recession continues, so will piracy. I also think ELSPA are a bunch of tossers for banning games on magazine coverdisks.

An AF fan

CUT IT OUT

Ever since the days of the 48K Spectrum I have had people practically queueing up to offer me hacked and cracked copies of the latest commercial releases, so I sympathise with those, who like me, succumbed to temptation. Condemnation won't change their ways, it's re-education that's needed.

When I went through my disk boxes recently I was able to wipe no fewer than 96 disks. Also, having recently joined a computer club where copying is rife and swapping is done openly in the pub where we meet, I began to wonder what might happen if one of the nearby drinkers was from FAST or ELSPA.

However, pirates can no longer use the excuse that they'd have no software if they didn't steal it – many games are re-released on budget labels within a year of launch. I have bought fairly recently released originals second-hand for £5 and under.

I'm not going to moralise and try to persuade others, but if I let people know why I've done what I've done, they may come to the same decision on their own.

D Green, Maltby S Yorks

THE GOOD NEWS

The response to our investigation into piracy has been overwhelmingly positive. Most readers who have used pirate disks now say they will stop because of the harm they realise they are doing to the Amiga as a games machine. But we must continue the fight by continuing to report the pirates to FAST. Call them on 0628 660337.

Many of you also called for lower games prices – and that's an issue we've given our attention in The Great Computer Games Swindle? on page 24.

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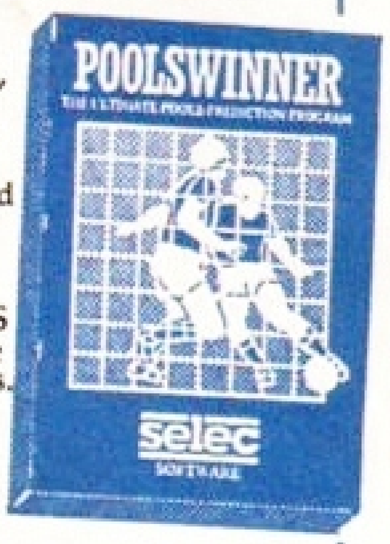
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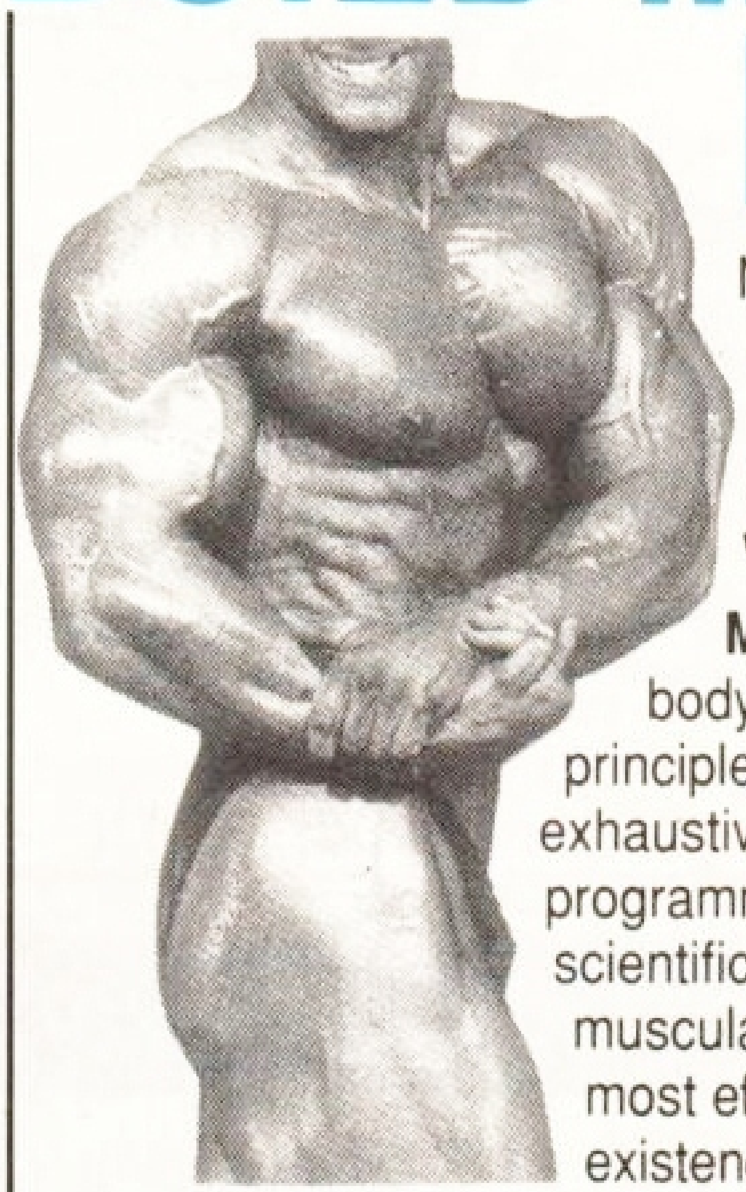
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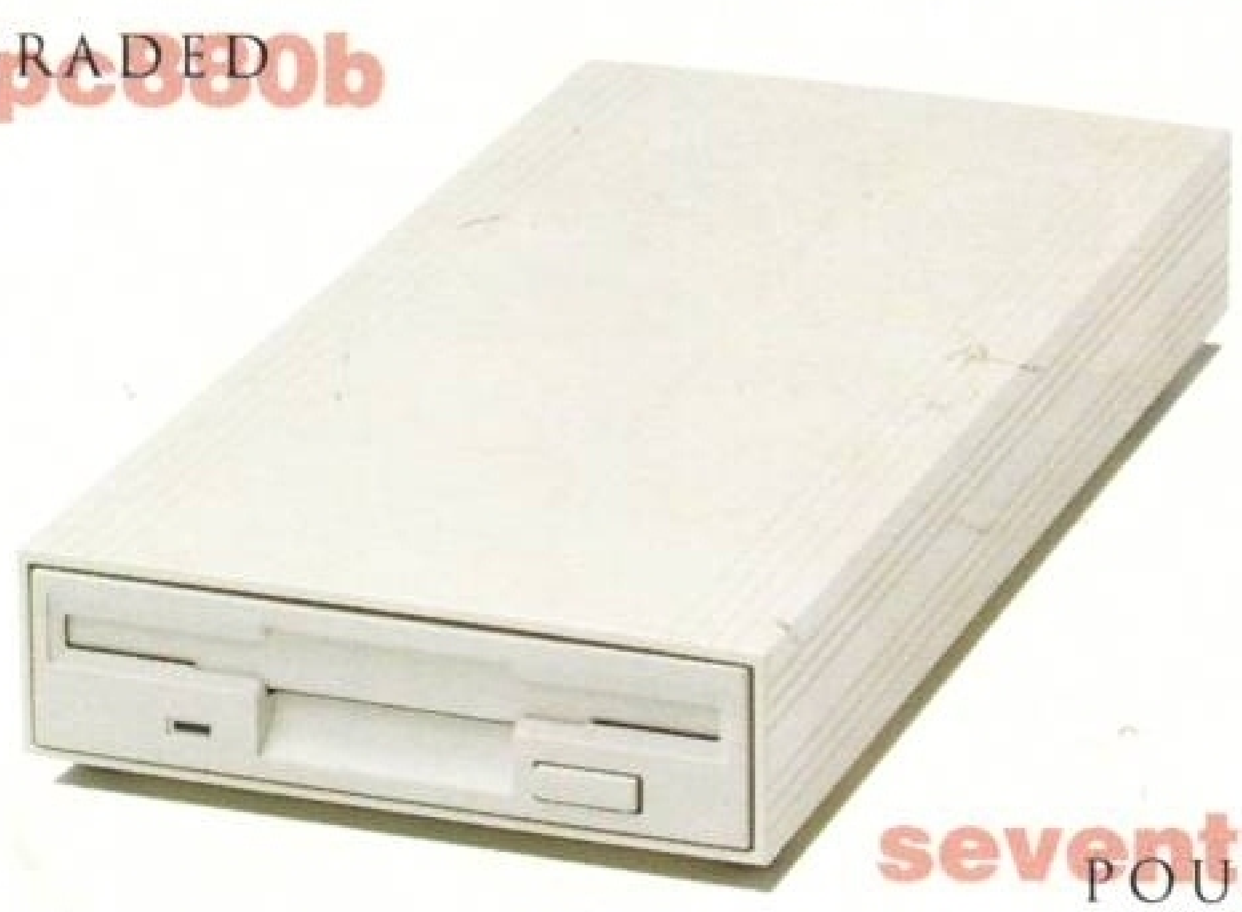
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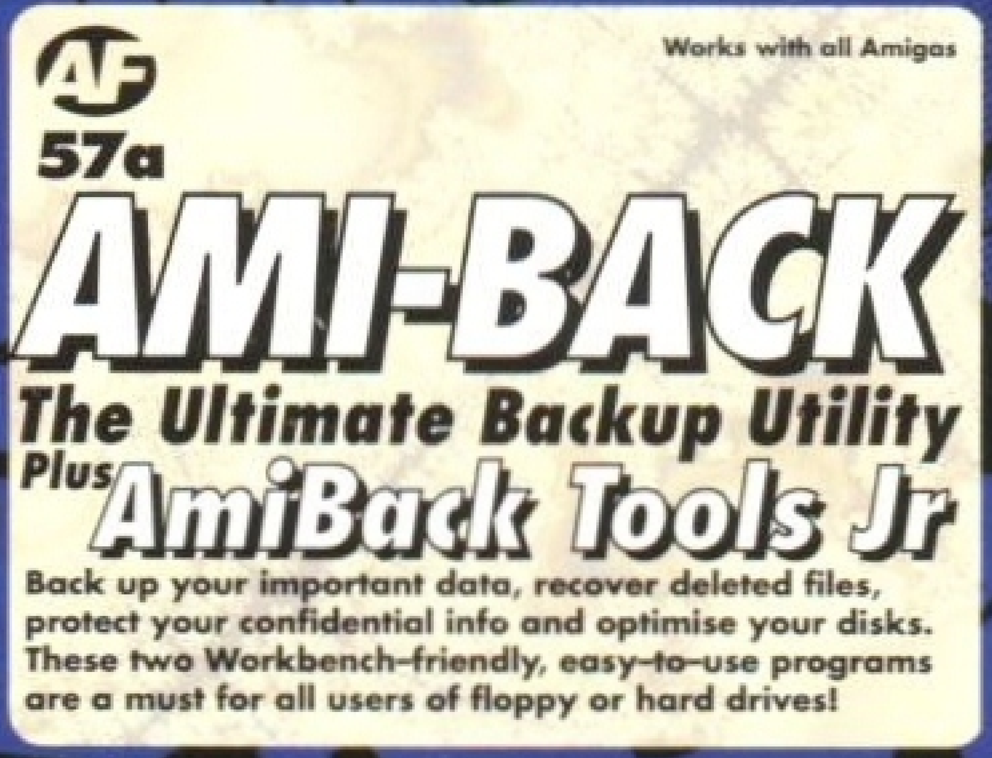
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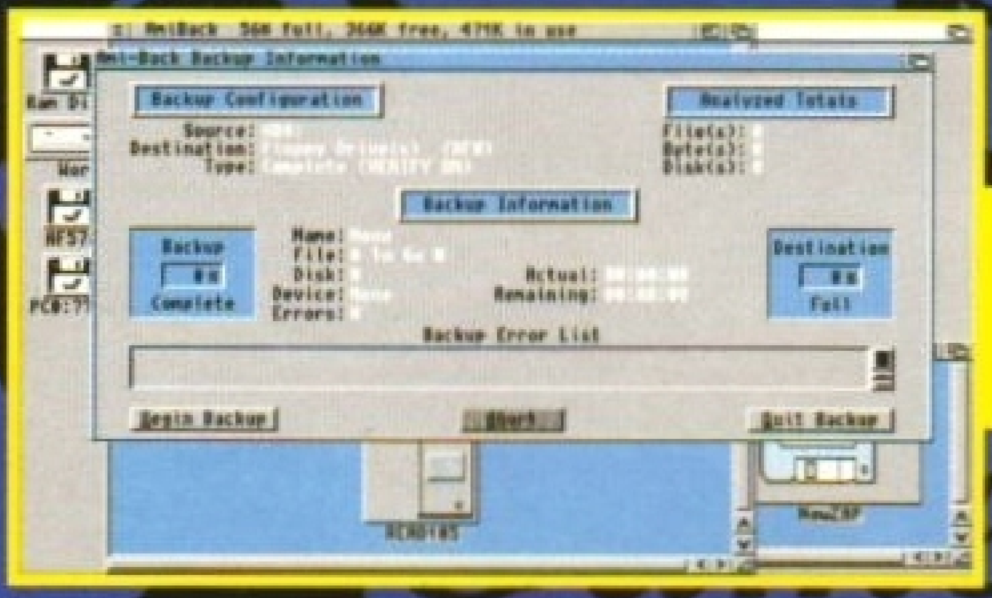
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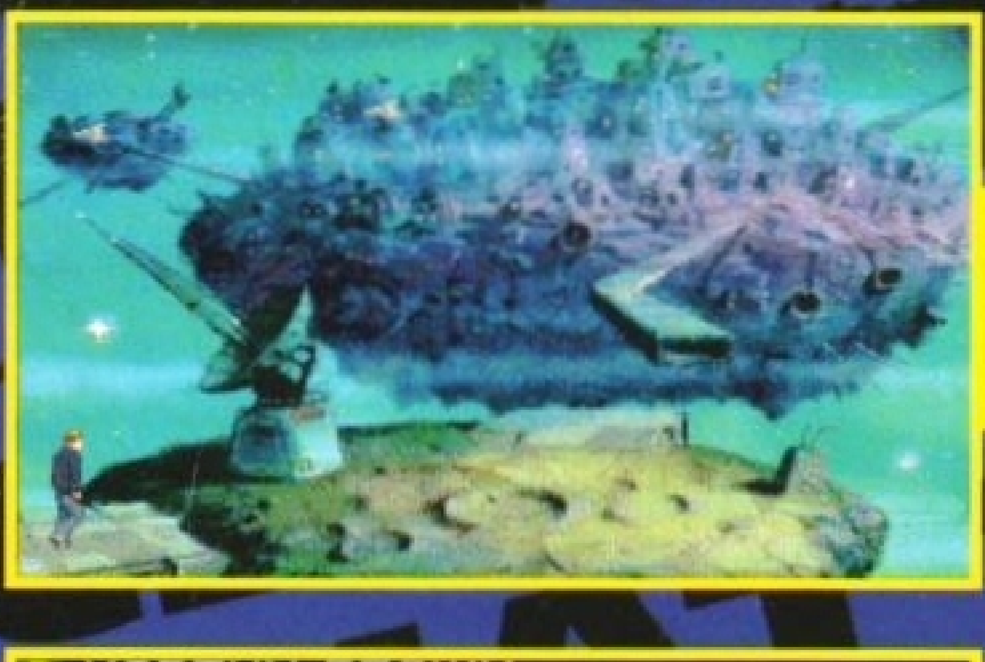


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